



NTSC U/C

GUARDIAN'S CRUSADE™



PlayStation®



SLUS-00811
1000668.221.US



ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

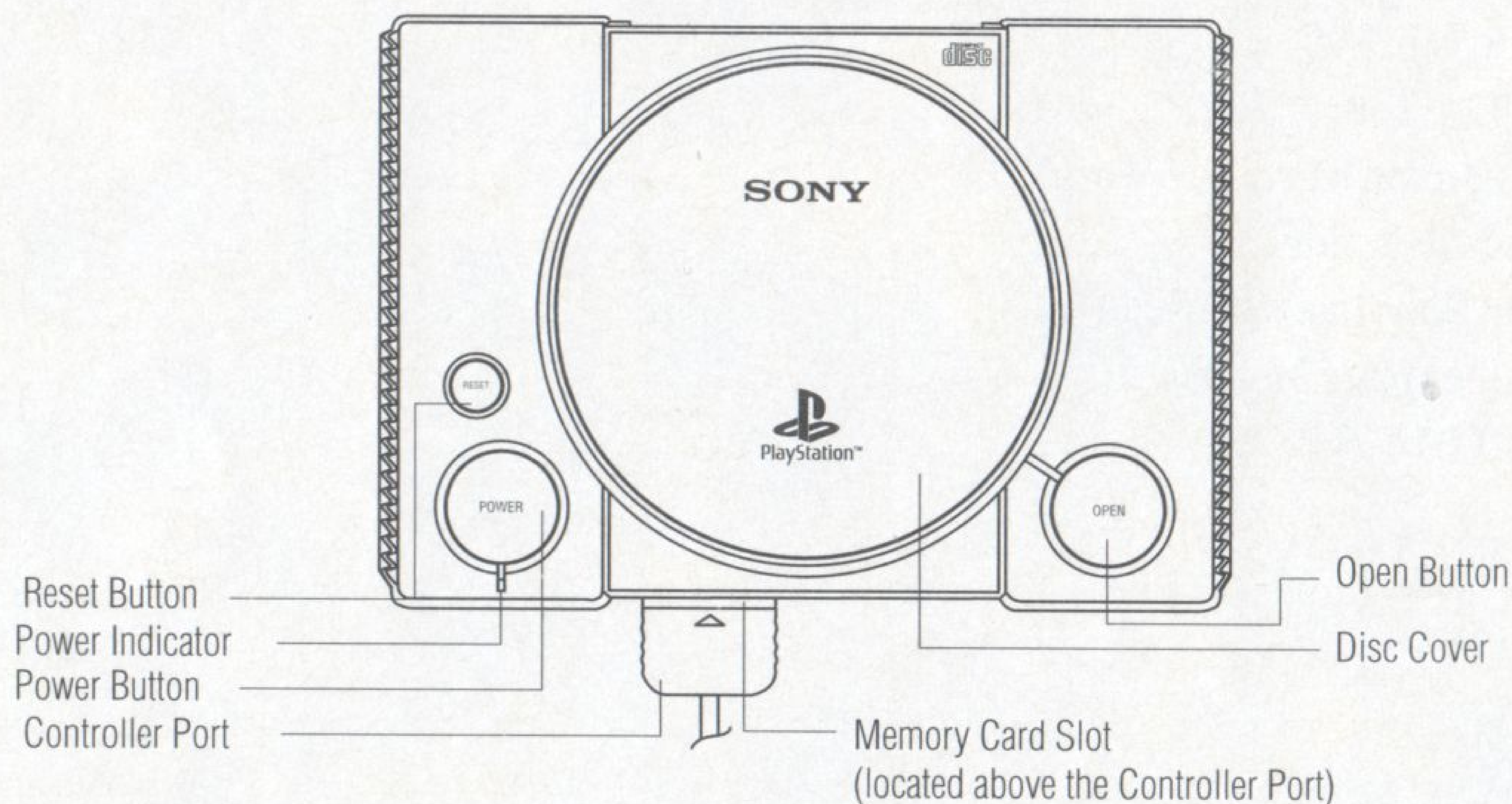
HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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STARTING UP



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Guardian's Crusade disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

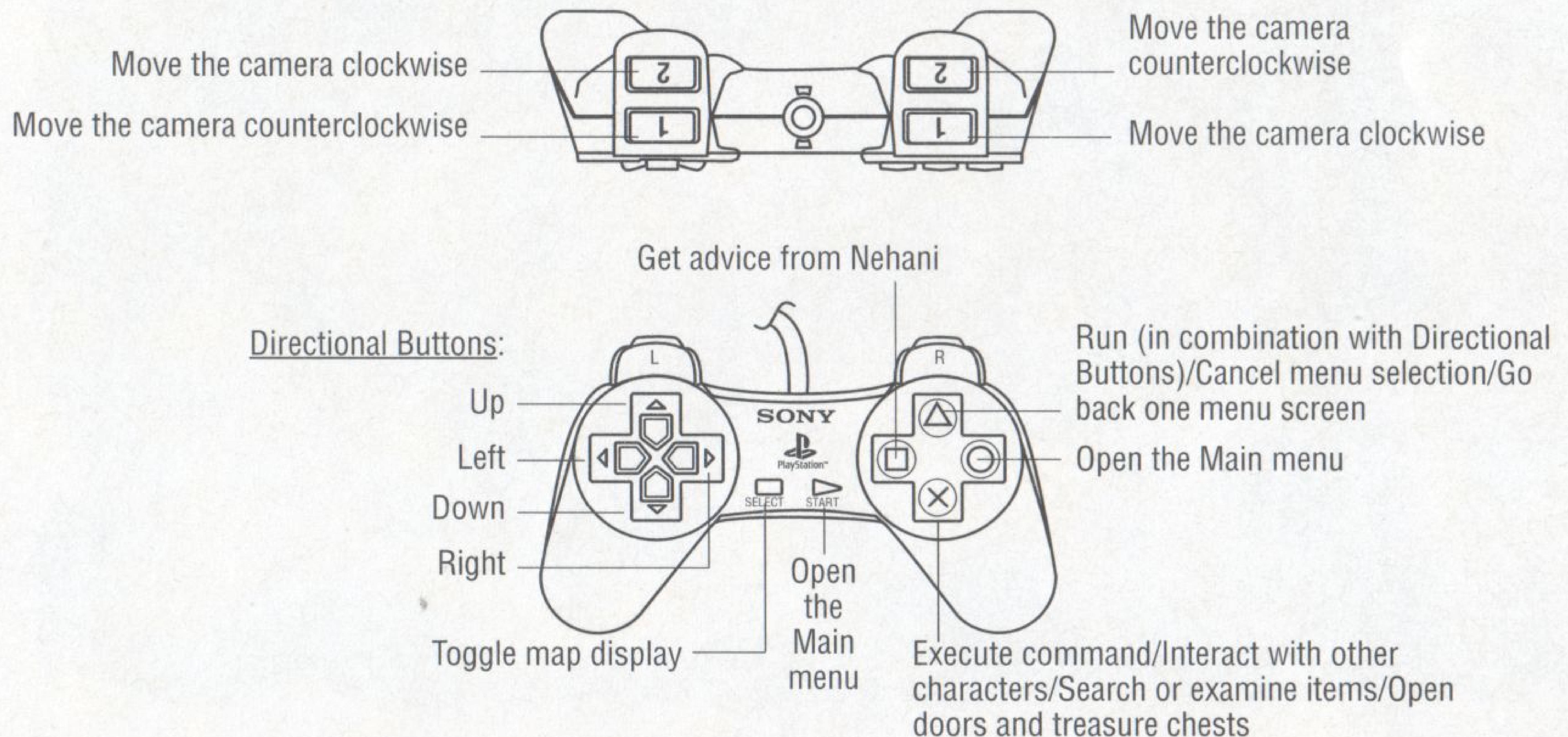
Note: Guardian's Crusade does not support third party analog controllers.

DIRECTIONAL BUTTONS

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the $\times$ button to accept. However, this section defines commands only for the standard PlayStation controller. Pressing Select and Start at the same time will reset the game and take you back to the title screen.

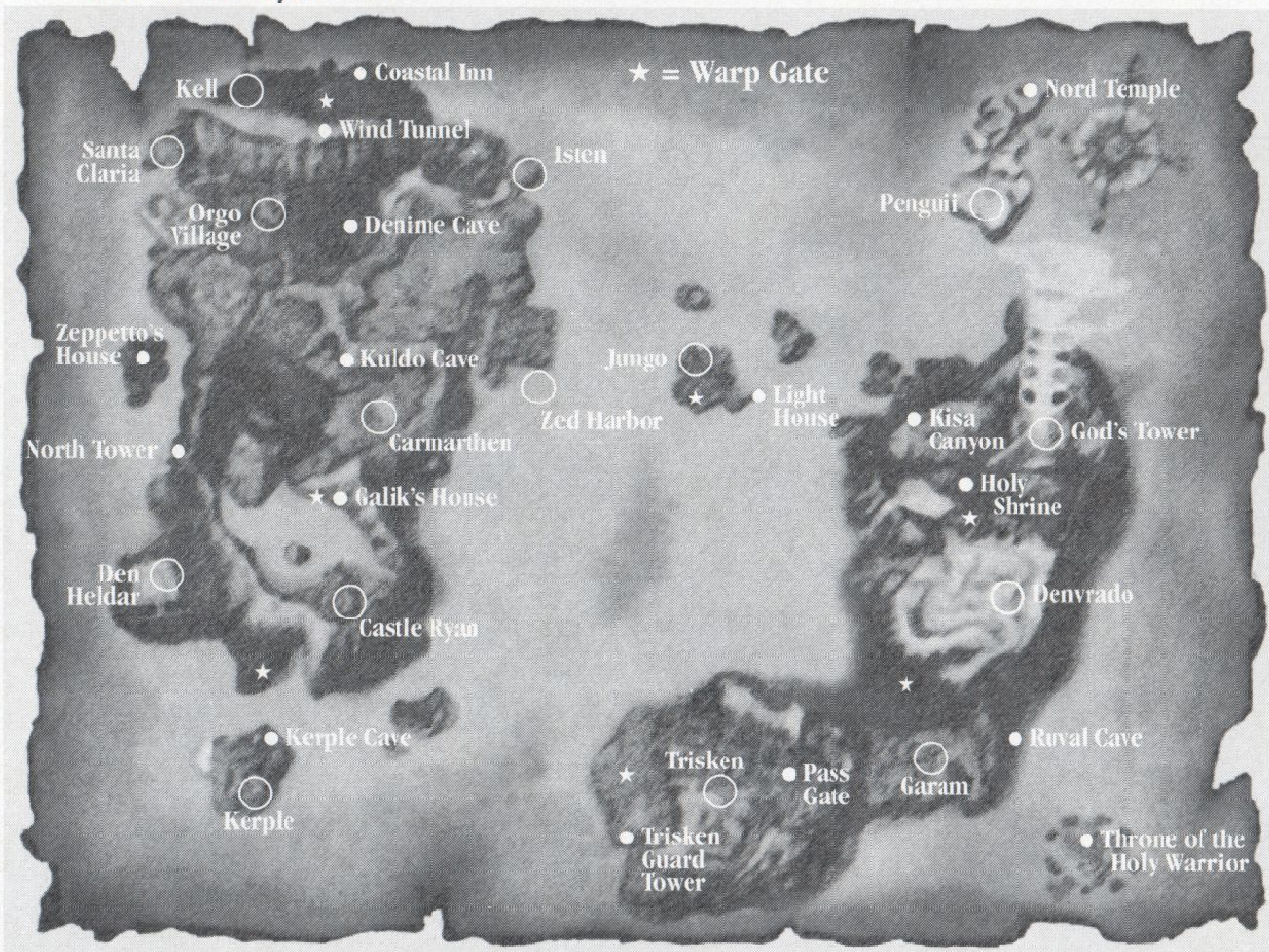
Note:

1. Vibration on a DUAL SHOCK™ controller can be turned on and off via the DUAL SHOCK™ setting in the Settings menu.
2. If you are using an analog controller, the LED will be lit if the Analog Controller menu item is set to On.
3. Older Sony analog controller models, such as the SCPH-1150 and the SCPH-1180 will not highlight the Analog option in the Settings menu, but can be used as analog controllers in the game. Button functions will be identical on standard controllers.



THE GUARDIAN'S CRUSADE WORLD

One day after a long storm spell, a young Knight runs an errand for the Mayor. The errand is only the beginning of a long, dangerous journey to save the world. The adventure ranges through vast plains, deserts, tropics, mountains, and oceans and is infested with treacherous monsters and mystical beasts.



Ancient map found in Picardian library.

QUICK START GUIDE

HOW TO START THE GAME

Insert the Guardian's Crusade CD-ROM into your PlayStation and press the Power button. When the opening movie finishes, the Guardian's Crusade title screen will appear. Using the Up and Down Directional Buttons, select one of the following options from the start-up menu: New Game, Continue, or Settings. Press the × Button to finalize your selection.

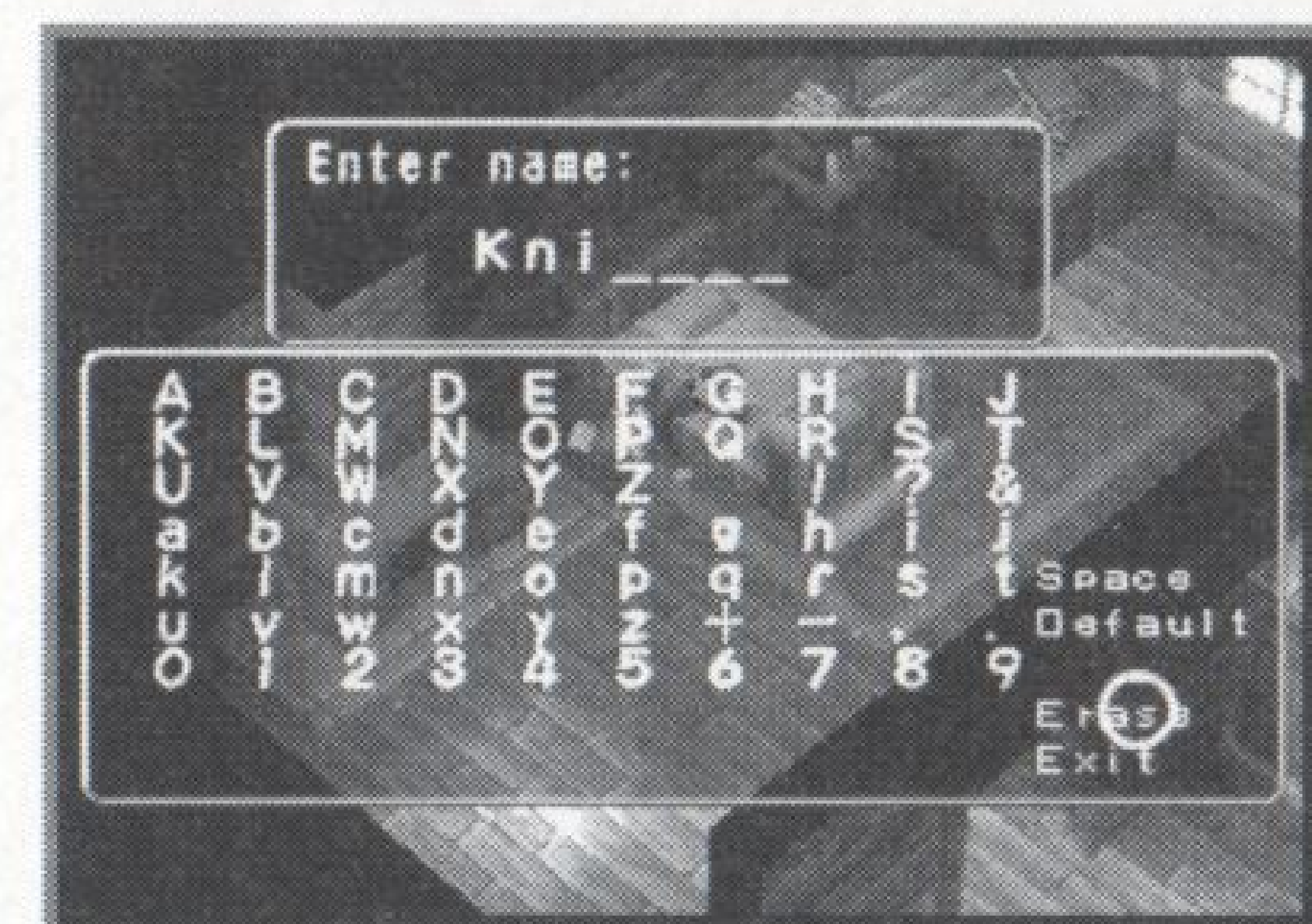


STARTING FROM THE BEGINNING

To start playing Guardian's Crusade, choose New Game.

ENTERING YOUR NAME

To input your name, use the Directional Buttons to highlight letters, then press the × Button to add the highlighted character to your name. You can erase one character at a time by pressing the ▲ Button. Select Exit when you have finished entering your name.



CONTINUING A SAVED GAME

Selecting the Continue option will bring up the load data screen. Choose which memory card slot you want to load from, then highlight the saved data that you want to load, and press the × Button. The PlayStation will load the saved data from the memory card.

SAVING GAME DATA

Memory cards are used in the game to save your progress. Saved games use one memory block. At each resting point, you will be asked whether or not you wish to rest. If you choose Yes, you will then have the option of saving. Try to save the game as often as you can. Staying at inns and other appropriate places will restore your hit points and psychic points to full

strength, even if you choose not to save the game. Be considerate to your companion. Even if you're not tired, Baby may need to rest.

Note: Certain mega-memory cards that use compressed memory to store game data may be incompatible with Guardian's Crusade.

CHANGING THE GAME SETTINGS

If you choose Settings from the title screen or Settings from the in-game menu, the Settings menu will appear. Select menu items by pressing Up and Down, change settings by using the Left and Right Directional Buttons. Controller Configuration and Default Settings can only be selected by pressing $\times$ after being highlighted.

Analog Controller

Enables and disables the Left Stick on analog controllers.

Note: Sony SCPH-1150 and SCPH-1180 controllers will not highlight this option, but can be used as analog controllers in the game as well.

Dual Shock

Choose whether or not the game will take advantage of the DUAL SHOCK™ analog controller. If set to On, your analog controller will vibrate in response to certain game conditions.

Fast Battle Mode

Speeds up battle action.

Auto Camera

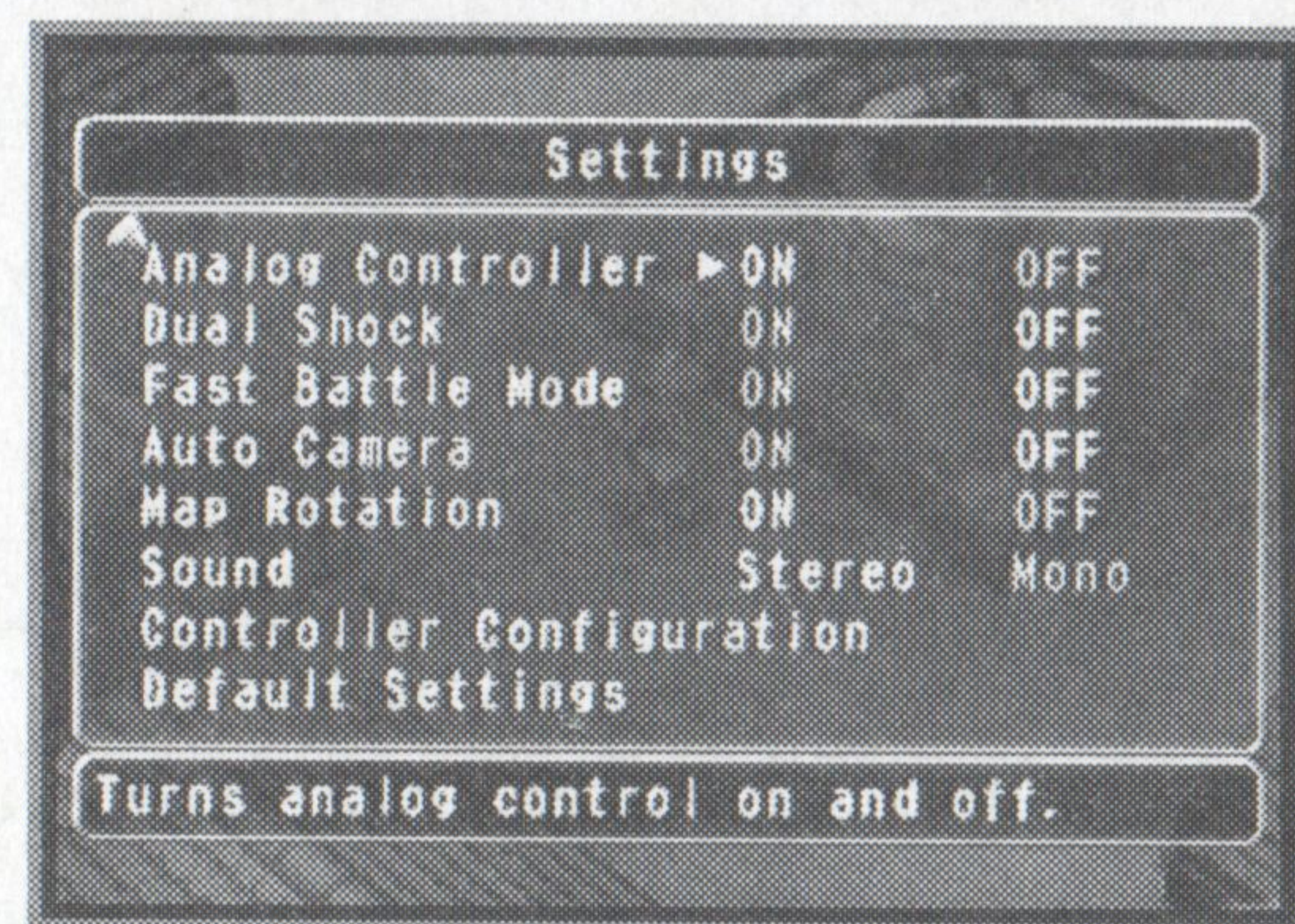
If Auto Camera is set to On, the camera will follow you automatically.

Map Rotation

Choose whether the map will rotate as you turn, or remain stationary.

Sound

Switches between stereo and mono audio output.



Controller Configuration

Allows you to customize your controller button settings. Selecting this item will bring you to the key configuration screen, which lets you control the way that you interact with the game's menus. Use the Directional Buttons to re-map the controller buttons.

Default Settings

Resets all settings to their default values.

PLAYING GUARDIAN'S CRUSADE

MAP

Shows your current position on the world map. The map display can be toggled on and off with the Select button.

COMPASS ARROW

Shows which direction you are facing.

ADJUSTING THE VIEWING ANGLE

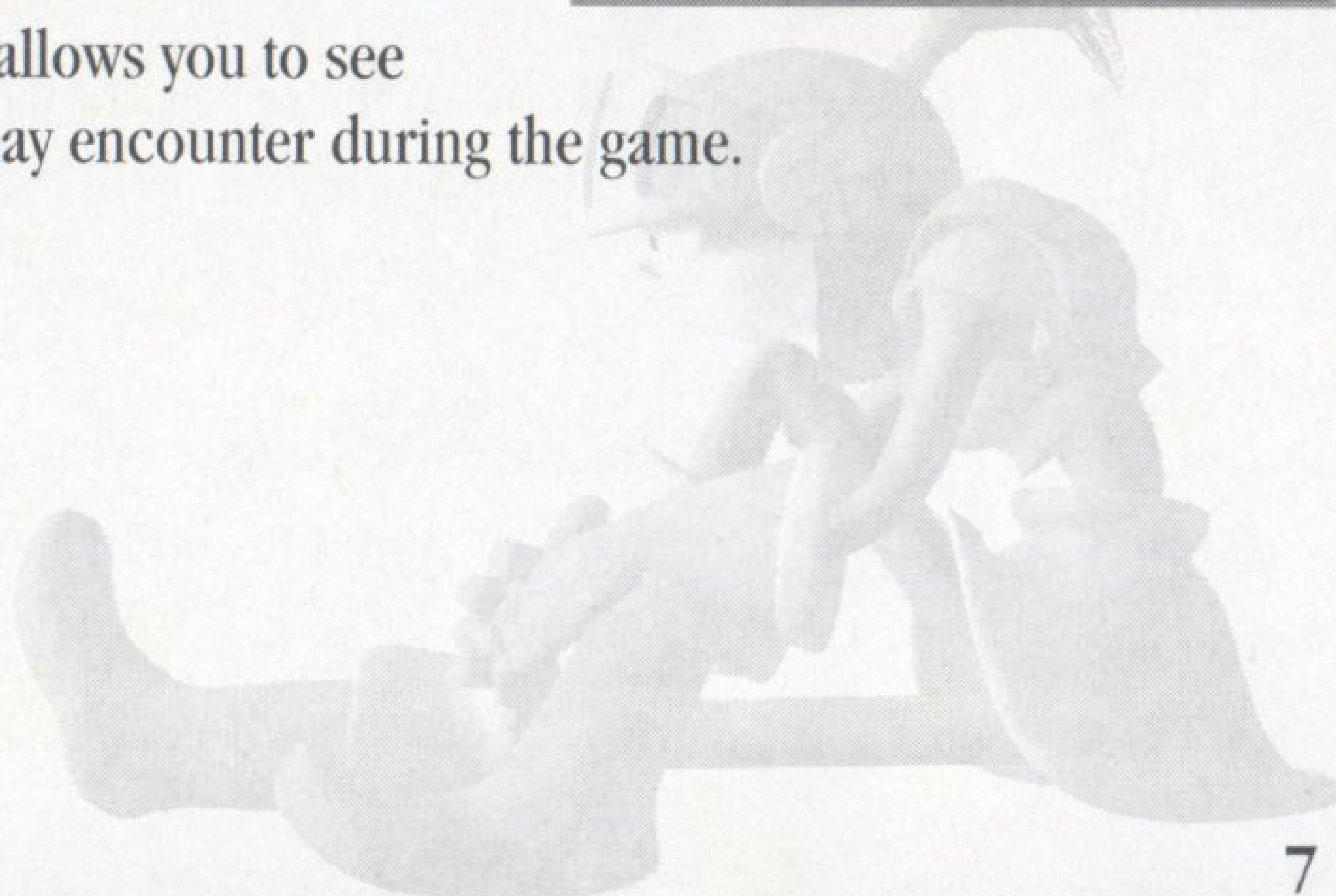
By using the R1 and L1 Buttons, you can rotate the field of view 360 degrees around your character. This allows you to see around any visual obstructions that you may encounter during the game.

L1 Button

Rotate camera counterclockwise

R1 Button

Rotate camera clockwise



SHOPS

ARMORER

At an armorer's shop, you can buy new weapons and armor, as well as trade in your old equipment for cash.



OUTFITTER

An outfitter's store is a great place to get food and other items that restore strength or cure illnesses. You can also sell items that you no longer need for cash.



INN

A good night's sleep at an inn will restore both body (HP) and spirit (PP) to full strength. It will also give you an opportunity to save the current game data.



BUYING AND SELLING ITEMS

Anytime you enter a store and interact with the shopkeeper, the game will present you with three choices: Buy, Sell, or Exit.

Buy

If you select Buy, you will be shown the list of goods available for purchase at the store. Use the Directional Buttons to highlight the item you want to buy, then press the $\times$ button to purchase it.

Sell

If you select Sell you will be shown a list of everything in your possession. Use the Directional Buttons to highlight the item you want to sell, then press the $\times$ button to sell it.

Exit

Selecting Exit will return you to exploration mode.

USING THE GAME MENUS

THE MAIN MENU AND STATUS WINDOWS

The upper left-hand side of the first menu screen is the Main menu. The Main menu allows you to choose from six submenus: Items, Equipment, Living Toys, Baby, Nehani, and Settings.

The rest of the first menu screen is devoted to five status windows which show the vital statistics of each character, how much cash you have, and what stage of the game you are in.

The large status window on the right side of the screen gives you a rundown on the vital statistics of the main characters. Use the Left and Right Directional Buttons to switch between viewing your statistics and Baby's.

You can check both your and Baby's current hit points and psychic points by looking in the status window on the lower left-hand side of the screen.

HP (HIT POINTS)

Hit points measure the overall strength and vitality of a character. When your hit points reach zero, your adventure will come to an abrupt end. You can recharge hit points by eating candy bars and other items, or by staying overnight in an inn.

PP (PSYCHIC POINTS)

Psychic points are a measure of your mental and spiritual strength. If you run out of psychic points, you will not be able to use Living Toys in combat. You can rebuild your psychic strength by using a Peach Potion or by staying overnight at an inn or a resting point.



ITEMS

You can reach the Items menu by highlighting Items in the Main Menu and hitting the X Button. From the Items menu, you can pick items from your inventory to use, let Baby carry, equip, or throw away.

CATEGORY WINDOW

KNIGHT

Displays the list of all the items you are carrying.

BABY

Displays a list of all the items that Baby is carrying.

JUNK

Displays a list of items which are important to the progression of the game, but which cannot be 'used' in the normal sense.

COMMAND WINDOW

USE

Allows you or Baby to eat, drink, or use the item chosen.

LET BABY CARRY

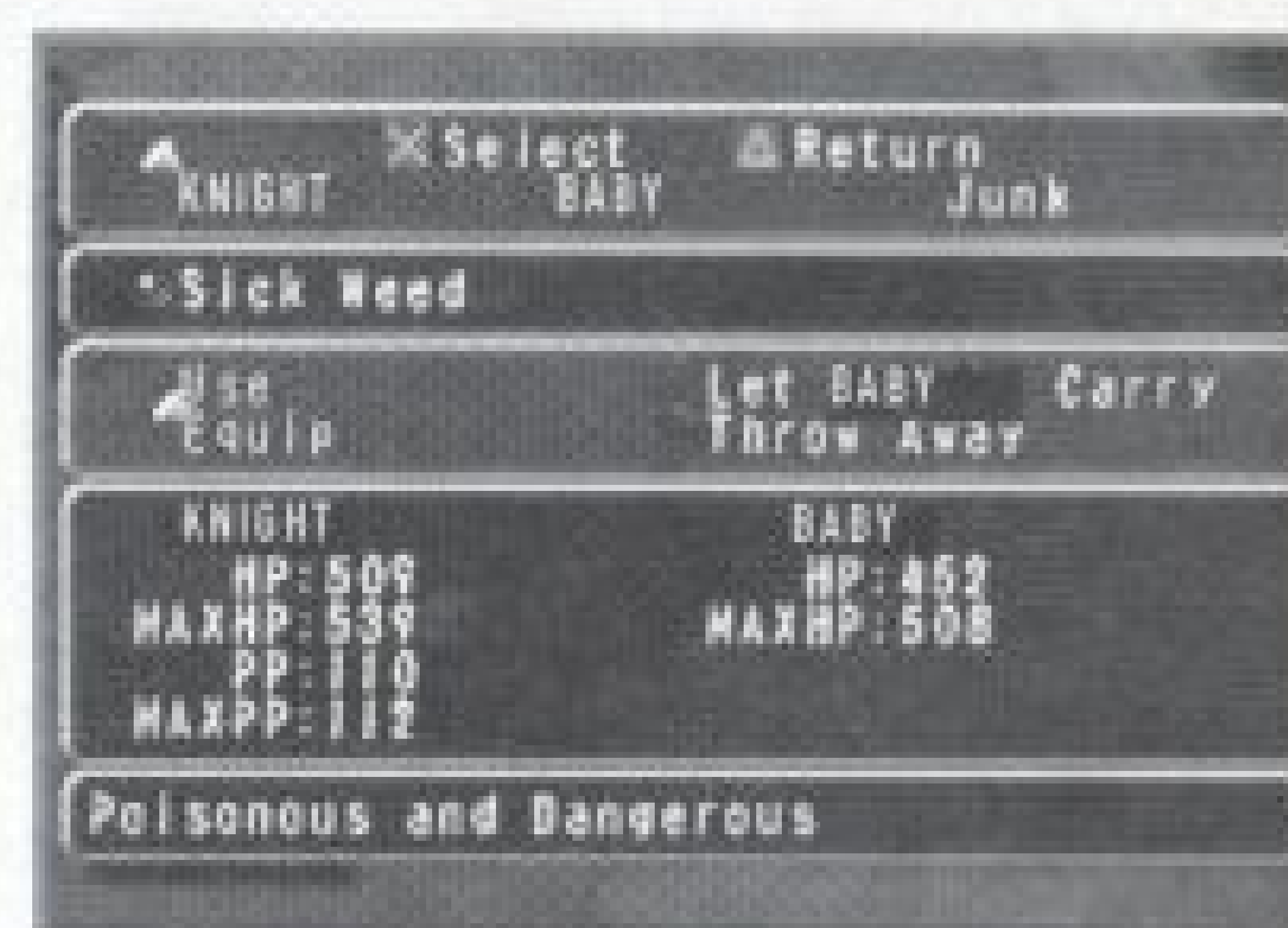
Causes you to give the item to Baby for carrying.

EQUIP

Lets you put on a ring, wear a suit of armor or a helmet, or specify which shield or weapon you want to use in combat.

THROW AWAY

Lets you permanently throw away the chosen item.

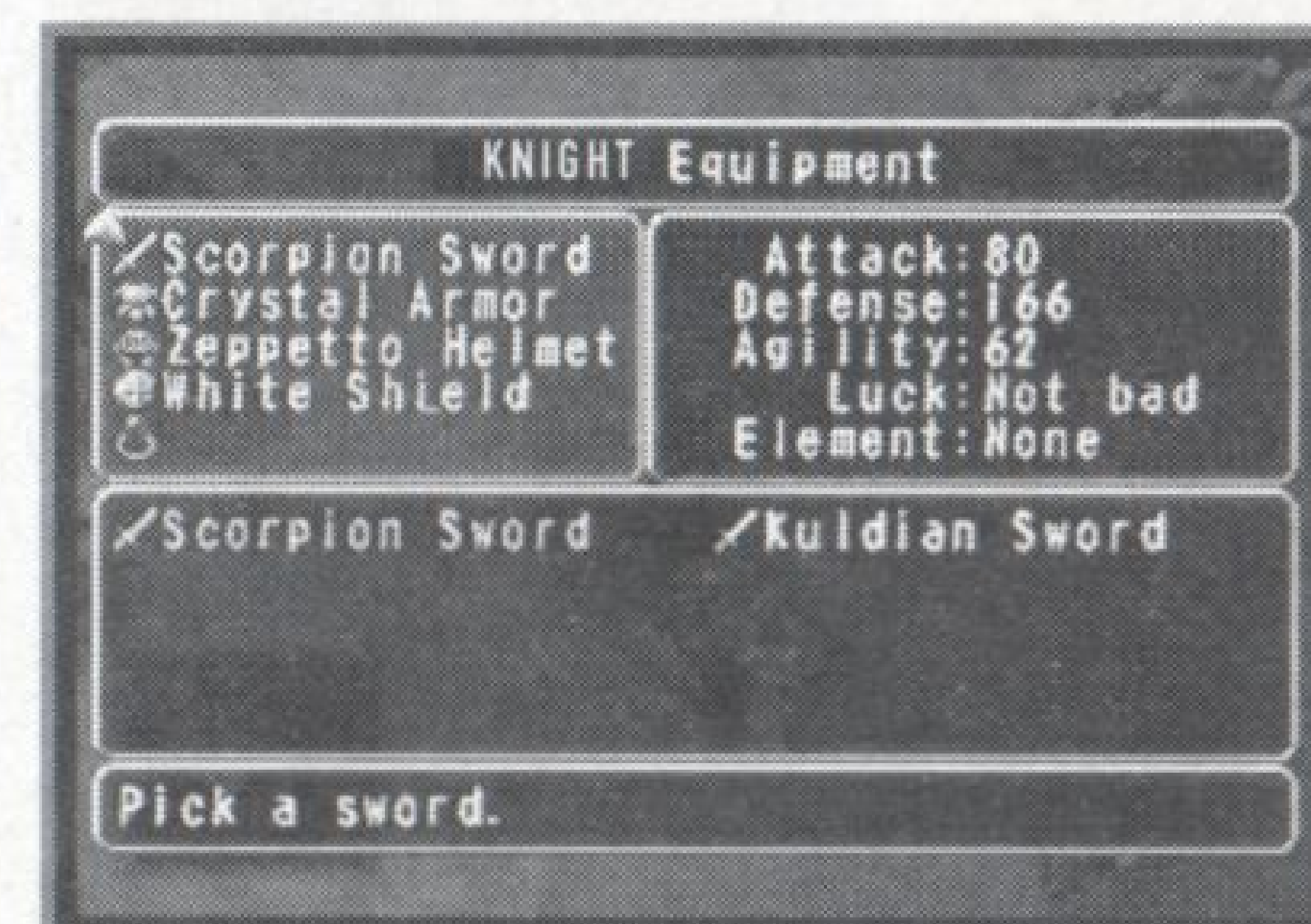


TAKE BACK

You cannot use items that Baby is carrying for you. If you want to use an item that Baby has, first check to make sure that you have an open slot for the item on your inventory list, then go ahead and take the item back. After you take back an item, you can use it just as you would any other item in your possession.

EQUIPMENT

Use this menu item when you want to pick a new sword, shield, suit of armor, helmet, or ring to use in combat. Please note that you can only outfit yourself with armor, etc., and not Baby or Nehani.



CURRENT EQUIPMENT

Displays the sword, armor, helmet, shield, and ring you are currently using. Highlight the item that you want to change.

EQUIPMENT LIST

Shows the list of items that you own that can replace the current equipment. Equipment currently being used is shown in gray. Select the item that you want to use from the list of available items.

STATUS DISPLAY

The Status Display shows the attack strength, defense strength, and agility of your current equipment. You can see how a particular piece of equipment will affect your combat statistics by highlighting the name of the item in the equipment list. Numbers displayed in yellow show a change for the better, numbers in red show a change for the worse.

ELEMENTS

Some weapons, armor, and rings that you find will have a particular element. This element can affect your offensive and defensive capabilities in combat. The six elements an item can have are fire, water, earth, wind, light, and darkness.

Opposing Elements

Fire : Water

Earth : Wind

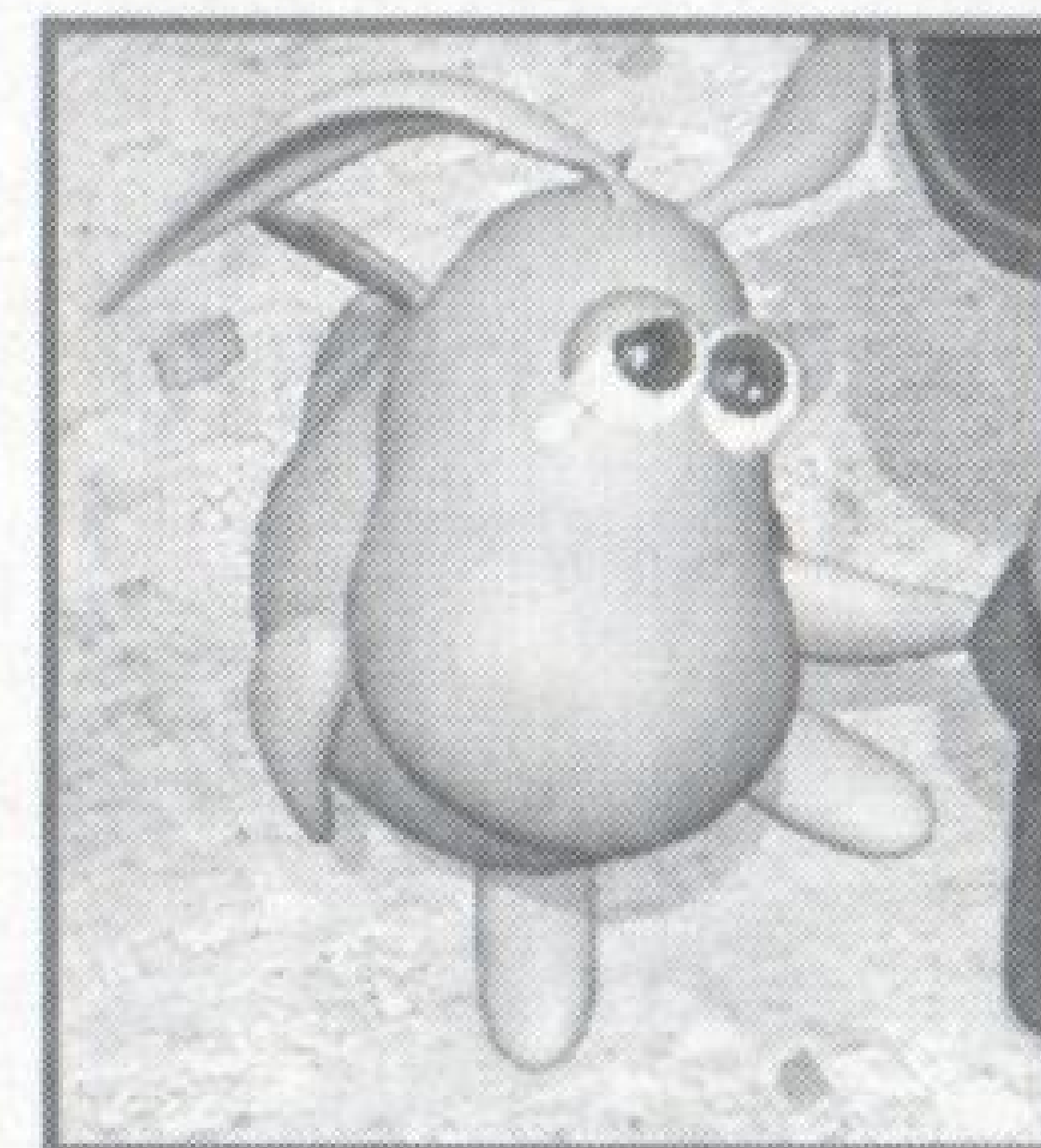
Light : Darkness

Elements and Damage

The elements of a weapon or monster can affect the amount of damage caused. A weapon with an element opposite to that of the armor or monster being attacked will cause 20 percent more damage than it normally would. Conversely, a weapon with the same elements as the enemy or armor being attacked will cause 20 percent less damage than it normally would.

BABY

Select this menu item when you want to communicate with Baby. Selecting this item will bring up four menu items related to Baby. If you develop and maintain a good friendship with Baby, it will help you out during combat. On the other hand, if you let your relationship with Baby go sour, you might be the one Baby attacks during combat! It pays to take good care of your little friend.



GIVE SNACK

Use this command to give Baby things to eat and drink. Baby's growth will be affected by what it consumes, as will its relationship to you. It's a good idea to give Baby snacks regularly. Be careful though, because some items will actually affect it negatively.

Hint: Baby's favorite snack is the same color as the Baby.

Please note that once you give something to Baby as a snack, it is gone forever.

GO FETCH

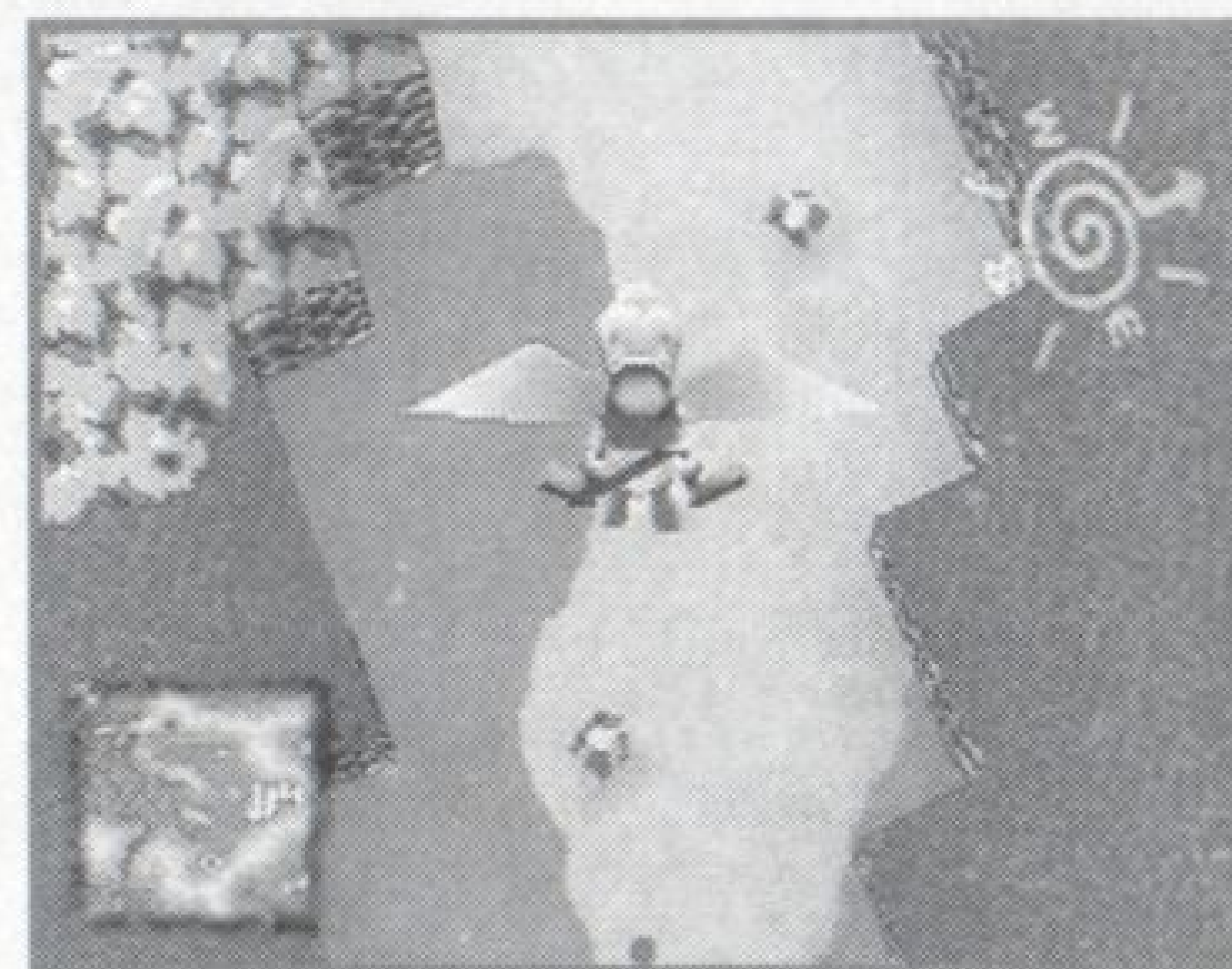
Baby has the ability to search out and bring back new items for you during regular game play, although it can't fetch items for you in caves or indoors. There is no way to guarantee exactly what Baby will bring back to you, but if it does bring something back, you have a choice of three commands: Praise Baby, Scold Baby, and Say nothing. Choose carefully; this is an important part of your relationship with Baby. The number of times that Baby can go fetch in one day varies, depending on its level.

TRANSFORMATIONS

Baby has the ability to transform itself into the shape of some of the monsters that you have defeated in combat. Baby also learns some transformations from participating in story events. When Baby is feeling angry, loyal, or healthy it can use any transformations it knows to attack enemies in combat. Baby will randomly use transformations that it has learned but they are affected by the food it eats. Selecting this menu item will allow you to see which transformations Baby has mastered.

FLY

As your adventure progresses, Baby may learn to fly. Selecting this item will tell Baby that you want to fly. Baby can carry you anywhere in the world on its back.



NEHANI

If you select this item, Nehani will offer advice on what your next goal should be. If you are lost and aren't sure what to do, Nehani might know.

SETTINGS

Select this menu item if you want to change the game's settings. See page 6 for details.

COMBAT

In the course of your adventures, you will be forced into combat many times by marauding monsters. This section will explain the basics of combat in the Guardian's Crusade world.

ENTERING COMBAT

You will leave exploration mode and enter combat mode any time you come into contact with one of the many monsters populating the world. You can avoid combat by evading the monsters, but if you don't fight them, you won't gain the strength and money you will need to achieve overall success.

APPEARANCES COUNT

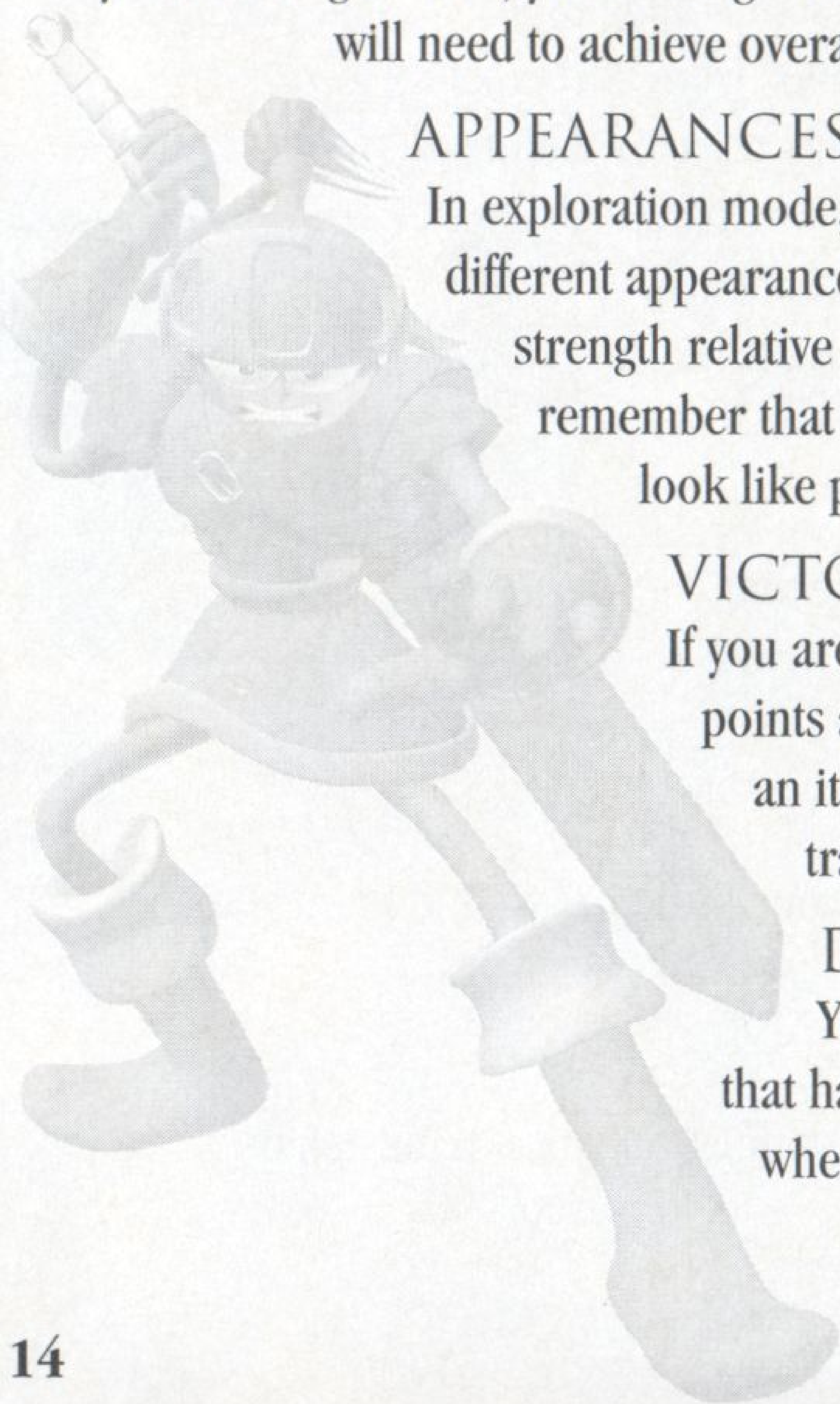
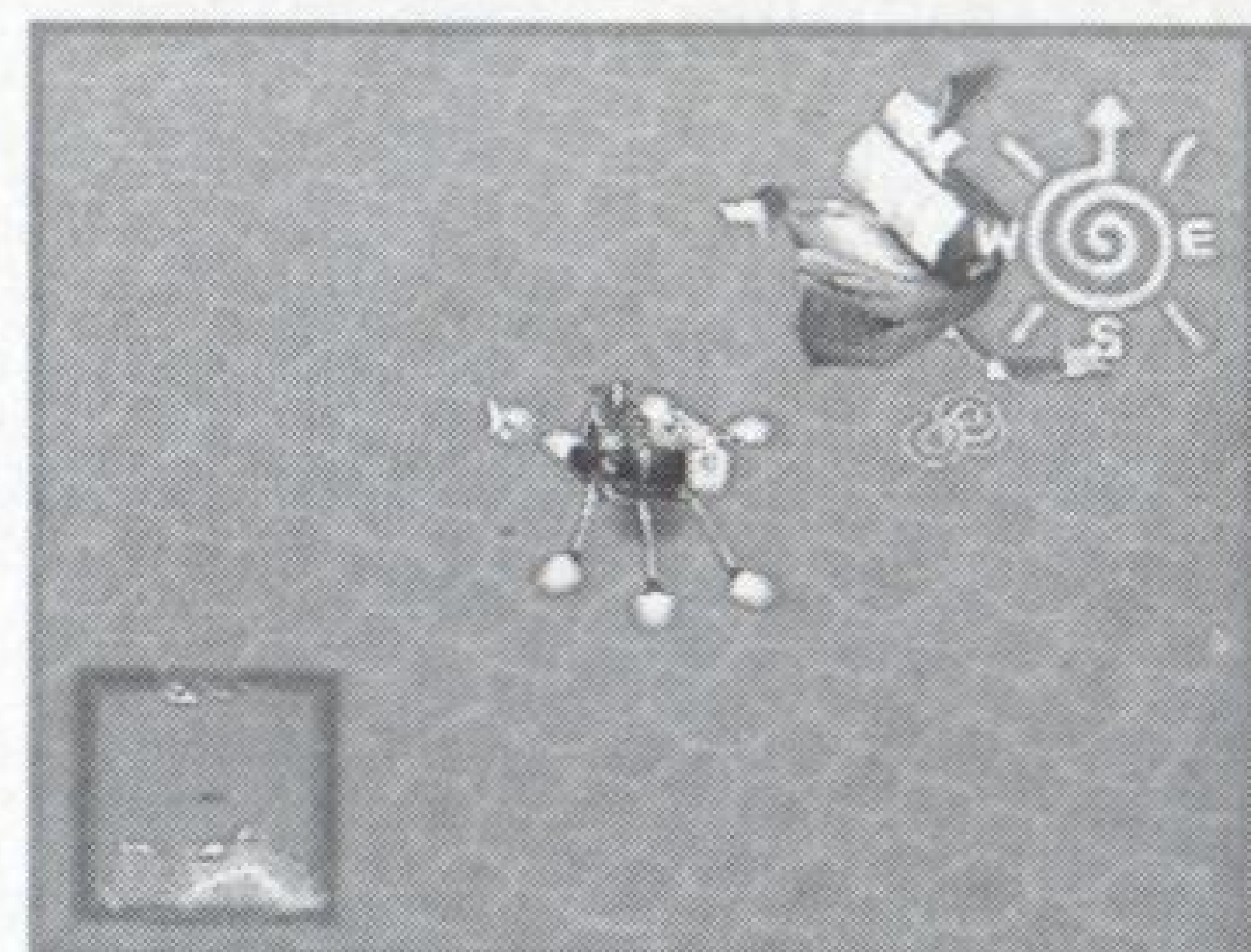
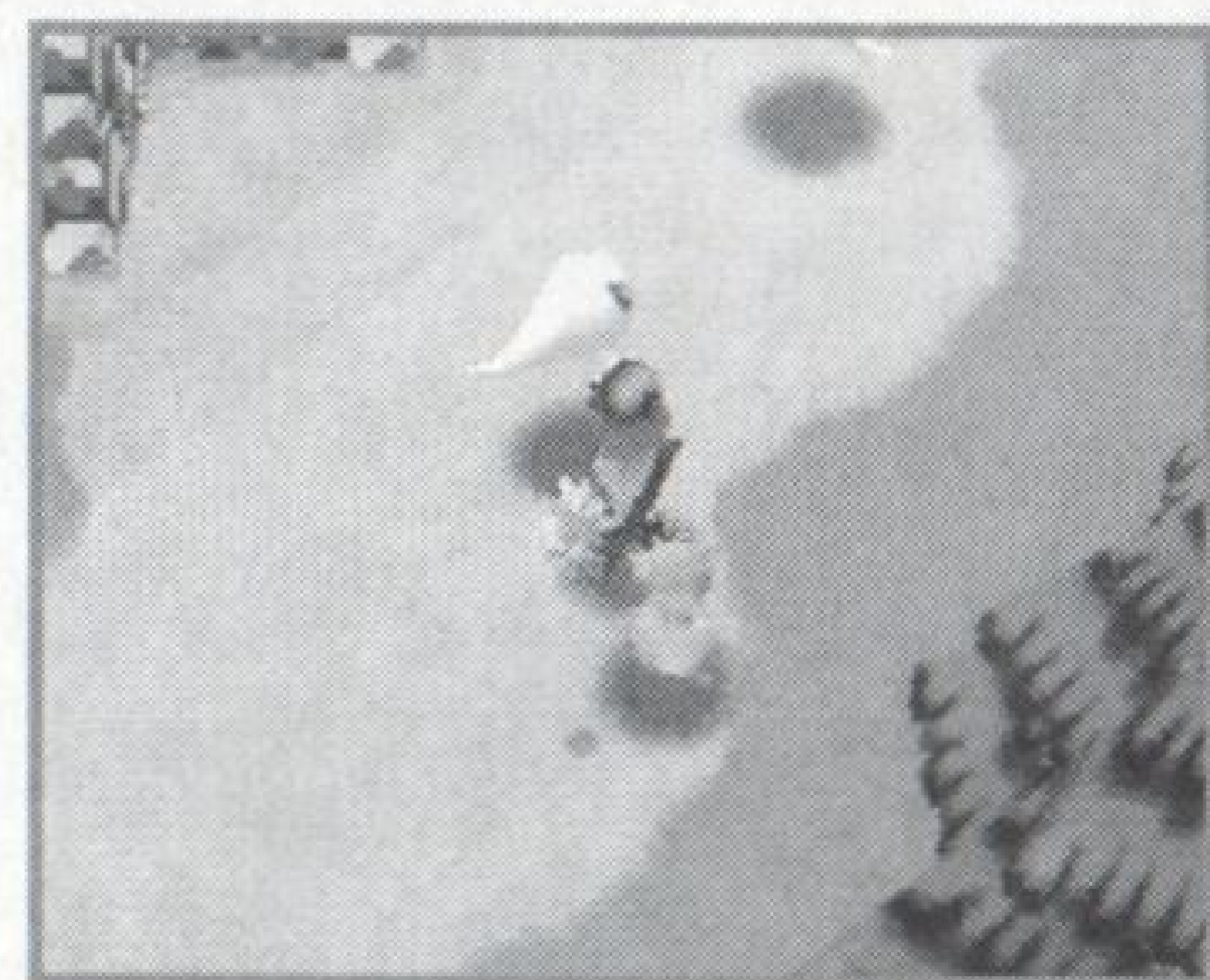
In exploration mode, monsters will assume different appearances depending on their strength relative to your own. Also, remember that ocean-going monsters will look like pirate ships, not ghosts.

VICTORY!

If you are victorious in combat, you will receive experience points and money. Sometimes you will also be rewarded with an item, and sometimes Baby will learn a new transformation as a result of the combat.

DEFEAT

You lose a battle when you run out of hit points. When that happens, you will be returned to the last time and place where you rested.



COMBAT COMMANDS

The order of attack in combat depends entirely on the participating characters' agility ratings. When your turn comes around, you will be presented with a choice of commands to execute.

FIGHT

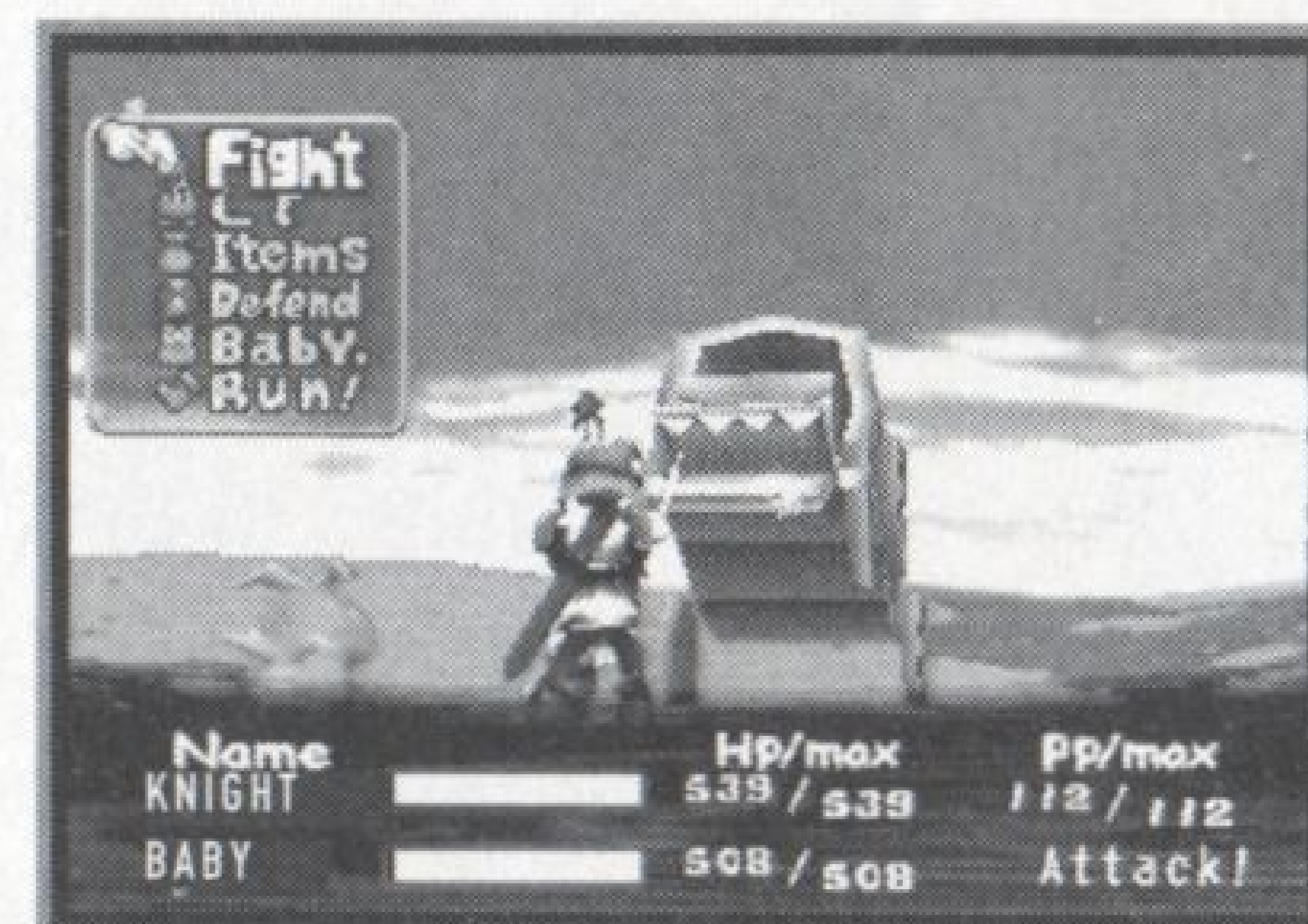
Your character will launch a conventional attack. The amount of damage you inflict will depend on your experience level and the weapon you are using.

Special Attacks

Some monsters use special kinds of attacks that can affect your ability to fight. The effects of a special attack will vary depending on the monster. It never hurts to be prepared by carrying items that can restore you to your normal status. You can also use certain items and Living Toys to create problems for your enemies and make it easier to defeat stronger monsters.

Sample Status Messages and Their Meanings

Poisoned	Hit points will be drained steadily for as long as combat continues.
Terrified	Victim is so scared that they will be unable to attack the enemy (the Attack command will be disabled).
Hypnotized	Victim has been put to sleep, and won't be able to move for several turns.
Confused	Victim has lost the ability to differentiate between friend and foe.
Frozen	The frozen victim will be unable to move, and will lose more hit points the longer they are frozen.
Paralyzed	The victim will not be able to move at all for a certain length of time.



LIVING TOYS

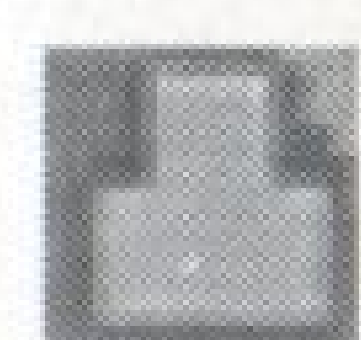
Living Toys are magical toys that can help you attack monsters, cure illnesses, restore hit points, and perform a variety of other functions. If you select this menu item, you will be presented with a list of all the Living Toys in your possession. To use a Living Toy, all you have to do is select the name of the one you want to use from the list. You should be aware that every time you use a Living Toy, you will lose a certain number of psychic points, depending on the toy. When you run out of psychic points, you will not be able to use any more Living Toys.



Note: This command will not appear in the menu unless you own one or more Living Toys.

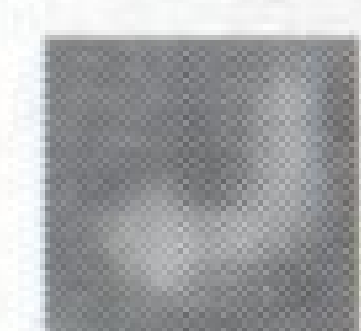
Living Toys Categories

Living Toys can generally be split up into three different categories. Each type acts differently in combat.



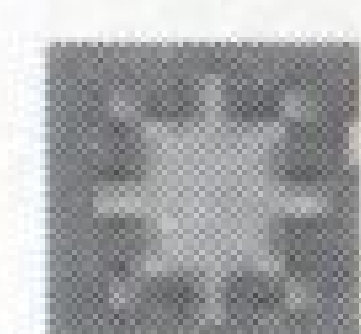
Continuous

Toys of this category will stay by your side continually until the battle is over.



Multiple Use

This category of toy must be called up each time you want to use it, although it can be used more than once during a particular battle.



Single Use

Toys of this variety can only be used once per battle.

Finding Living Toys

There are many Living Toys spread throughout the Guardian's Crusade world. You will acquire some through story events and from the people you meet but you will have to find the rest yourself. The only way to find all the Living Toys is to search everywhere you possibly can while in exploration mode.

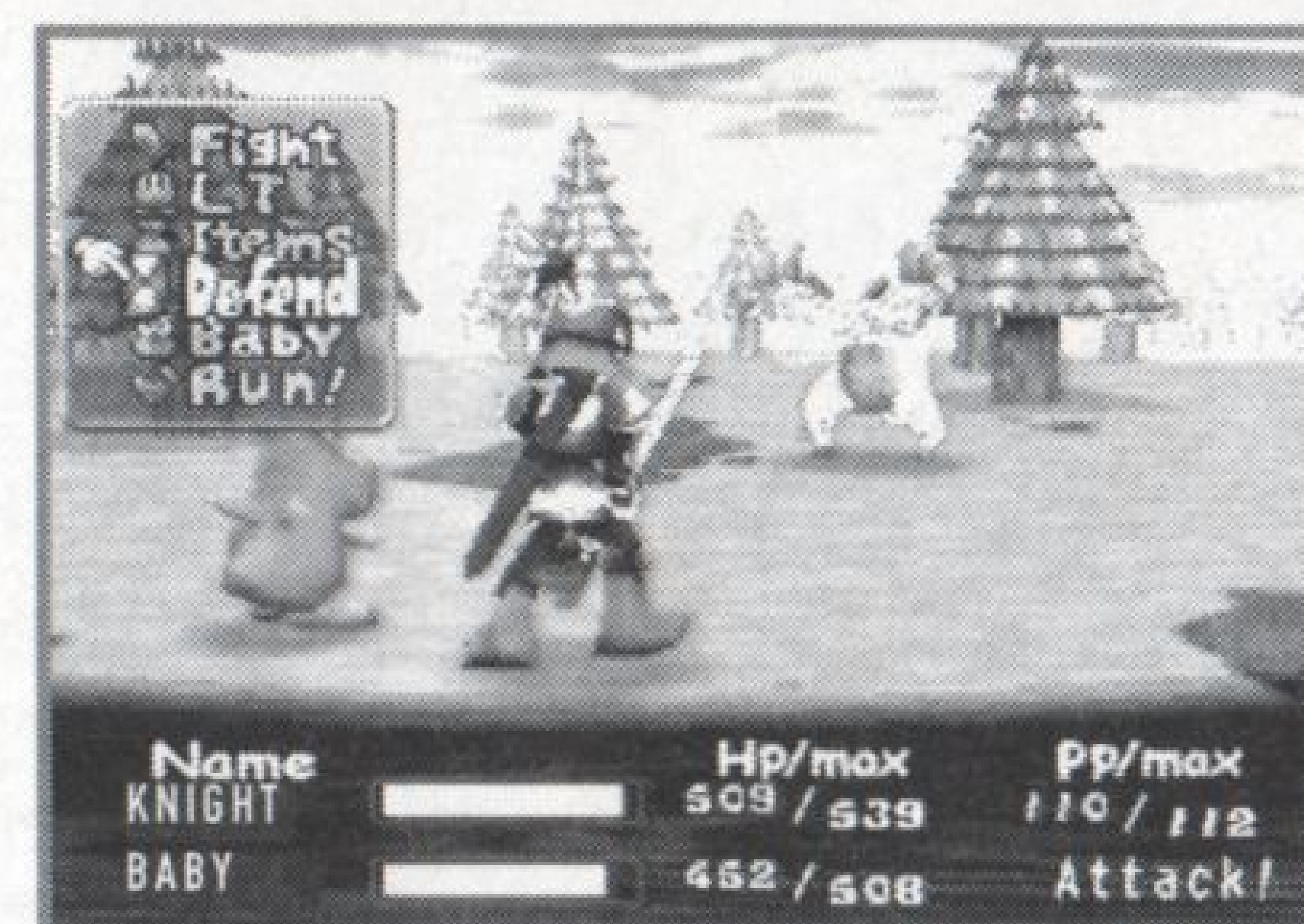
ITEMS

This command lets you choose an item from the list of items you own and use it in combat. You can not use items in Baby's inventory during combat.



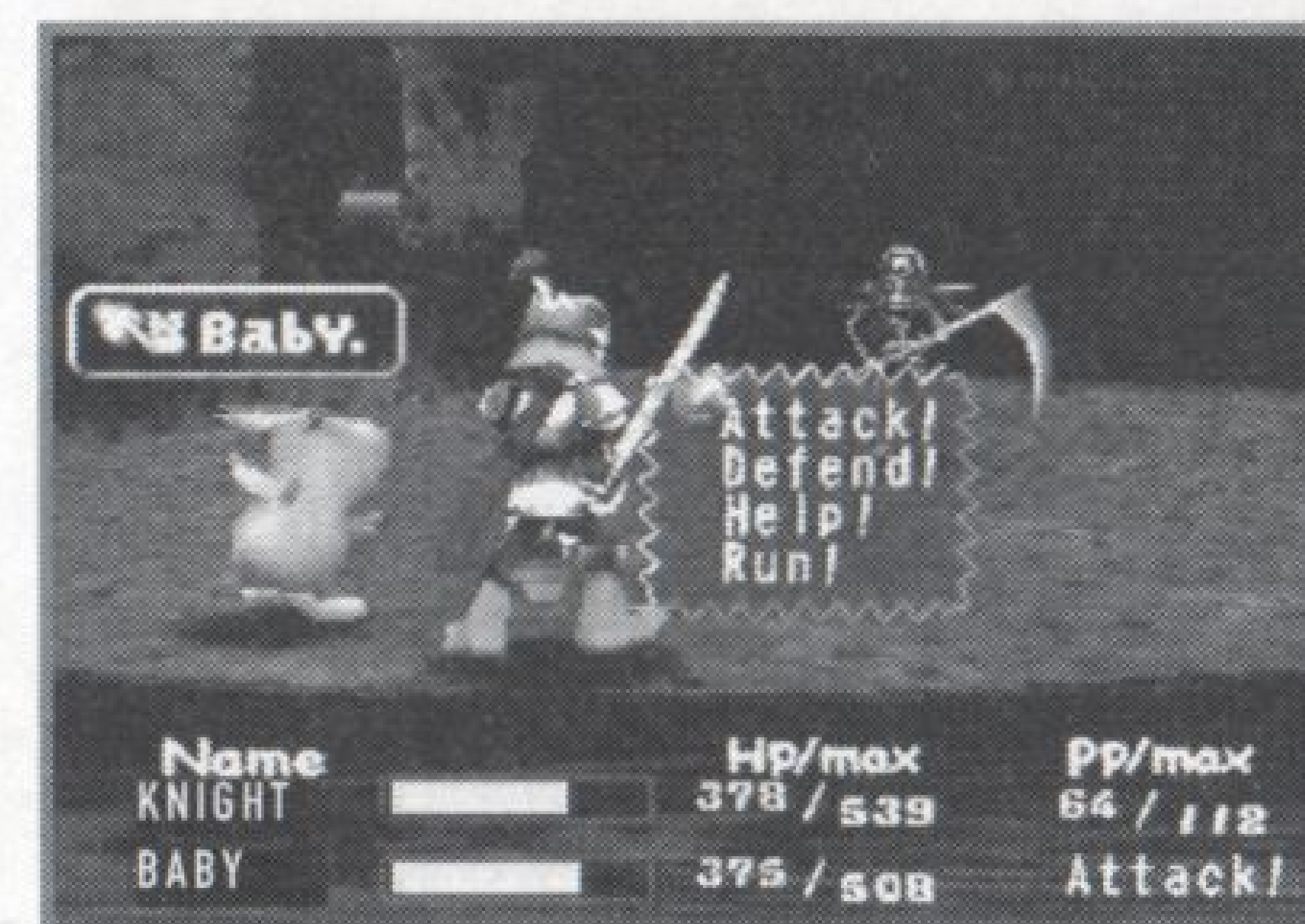
DEFEND

Selecting this command will put you into a defensive stance. Although you will not be able to attack enemies from this stance, you will suffer much less damage than you normally would.



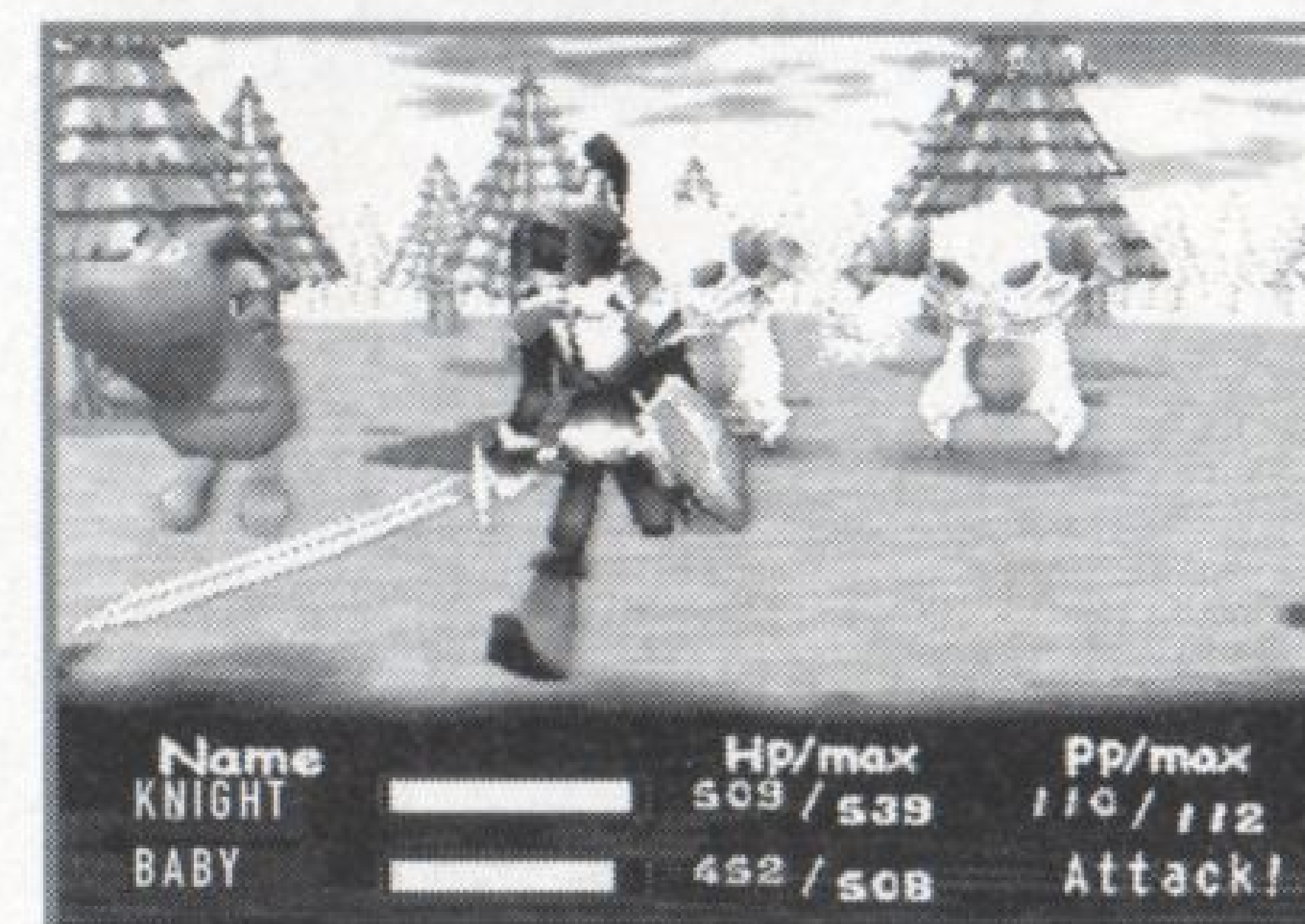
BABY

Selecting this command will allow you to issue an order to Baby. However, it is important to remember that Baby essentially does what it wants to do, and it might not listen to your order. If your relationship with Baby is not going well, the chances are that it will completely ignore your commands.



RUN!

If you select this command, your party will attempt to separate itself from the battle and run away. If you succeed in running away, you will not receive any experience points or money from the battle, and Baby will not learn any new transformations.

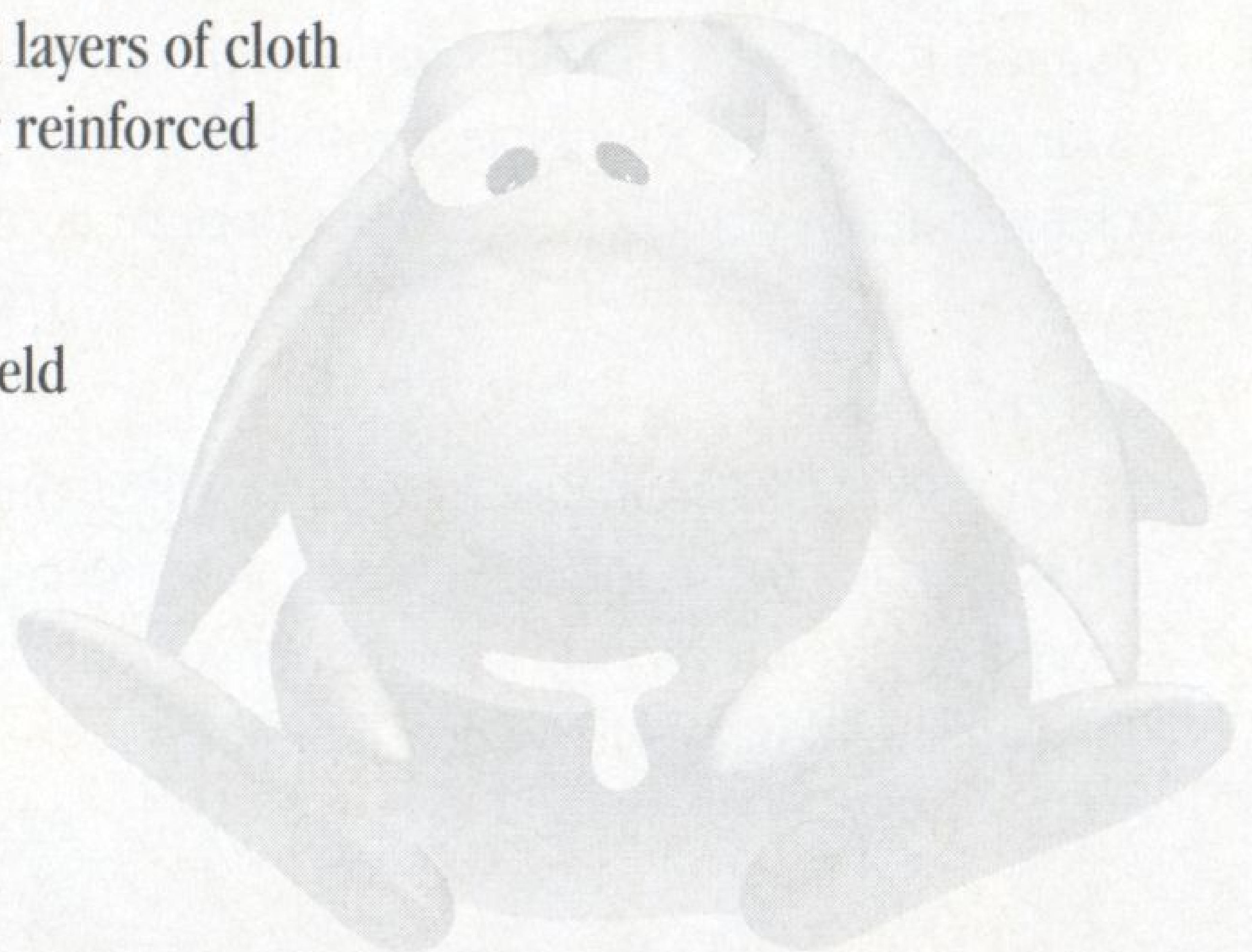


ITEMS

The Guardian's Crusade world is home to many different kinds of items which you can discover and use. A few of the more typical types of items are listed below with a brief explanation. There are many more kinds of items out there for an intrepid adventurer to find.

Candy Bar	Restores your hit points a little
Peach Potion	Regenerates psychic points
Angel's Tear	An antidote for poison
Mind Berry	Clears confusion
Freedom Root	Cures paralysis
Sick Weed	A dangerous poison
Rotten Weed	Makes one very confused
Toadstool	Paralyzing mushroom
Short Sword	A short, Roman-style sword
Long Sword	The basic weapon of the adventurer
Copper Sword	A sword with a blade made of copper
Bronze Sword	A sword with a blade made of bronze
Padded Armor	Armor made from quilted layers of cloth
Studded Armor	Armor made from leather reinforced with metal studs
Iron Helmet	A basic iron helmet
Wicker Shield	Think of it as a starter shield

Items		
KNIGHT	BABY	Junk
• Peach Potion	• Apple	
• Angel's Tear	• Angel's Tear	
• Sick Weed	• Bubble Gum	
• Terror Seed	• Go Go Bean	
• Scorpion Sword	• Kuldian Sword	
• Crystal Armor	• Iron Helmet	
• Zeppetto Helmet	• White Shield	
• Crystal Shield	• Chester Flute	
• Lid	• Wooden Cross	

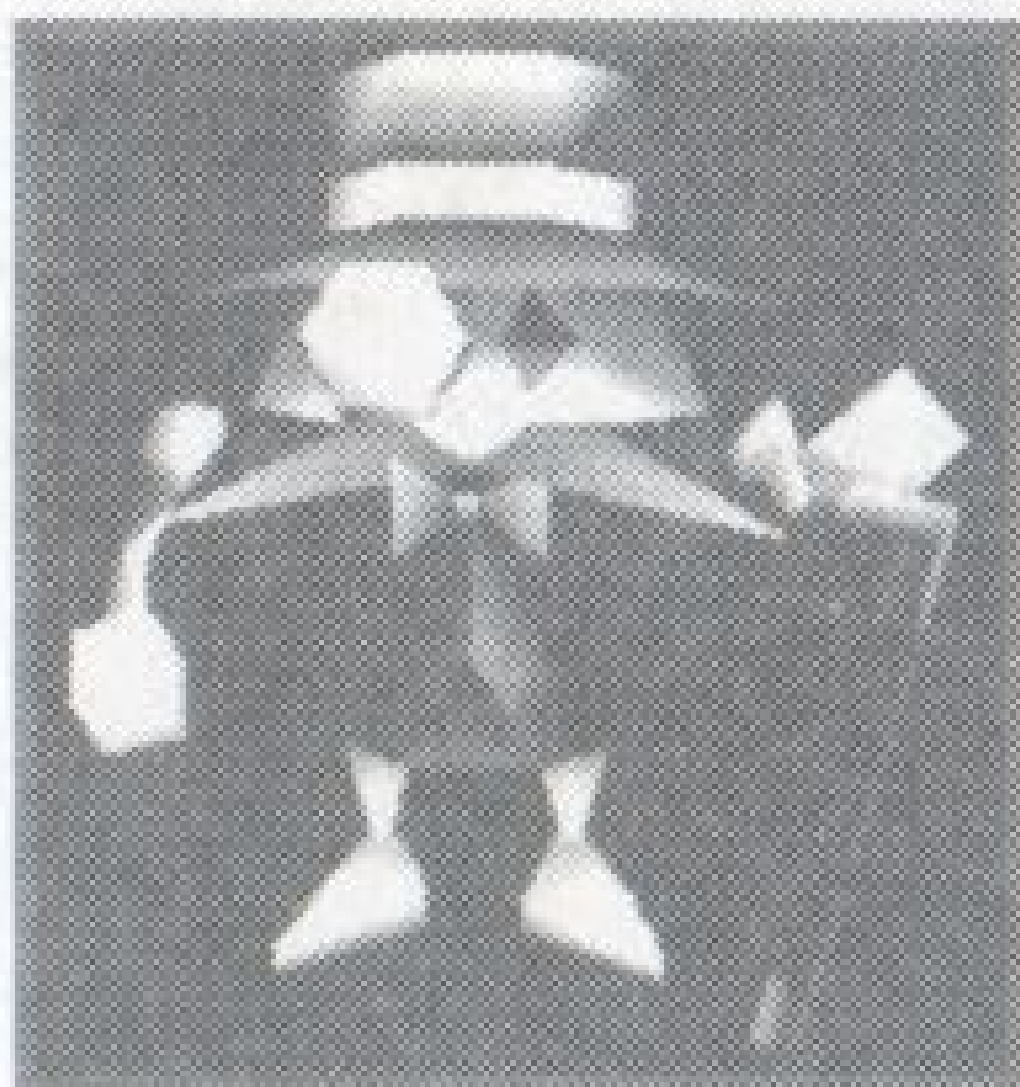


LIVING TOYS

Generally speaking, there are four different types of Living Toys: attackers, healers, helpers, and miscellaneous. Two examples of each type of toy are given below, together with basic explanations. The Living Toys listed below represent only a tiny proportion of the number of Living Toys available for you to find in this game.

ATTACKERS

Toys of this type are mainly used to directly inflict damage upon the enemy in combat.



Mr. O'Neal

Uses his faithful baton as a deadly weapon.



Pyro

Launches lethal fireballs at the enemy.

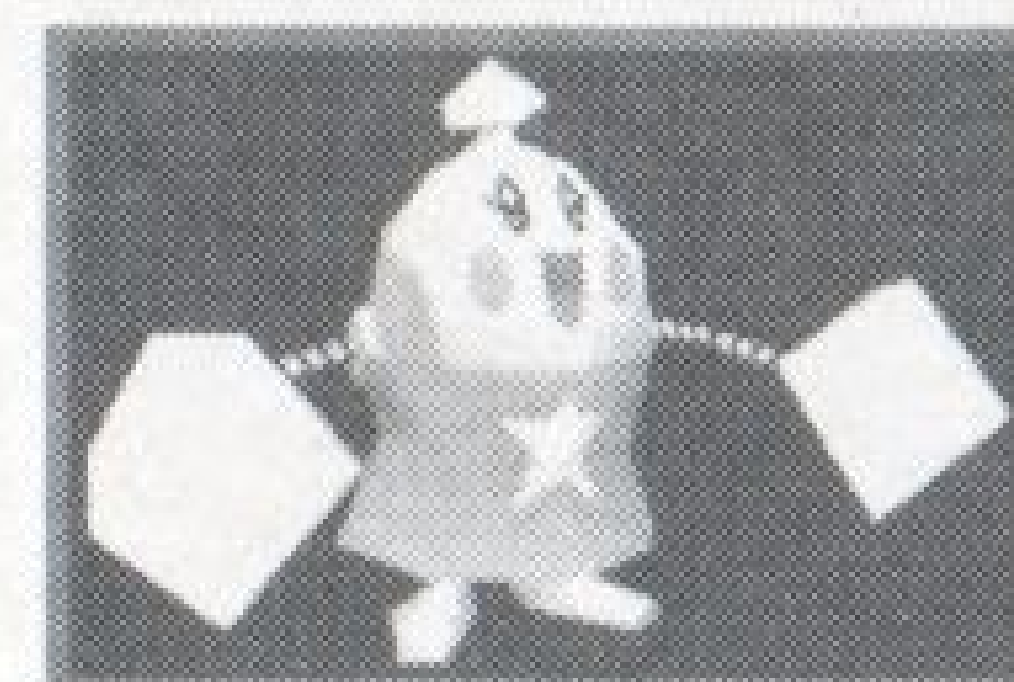
HELPERS

Typical helper toys add extra power to your own attack, put the enemy to sleep for you, or help you defend against attacks.



Frooze

Turns one enemy into a solid block of ice.

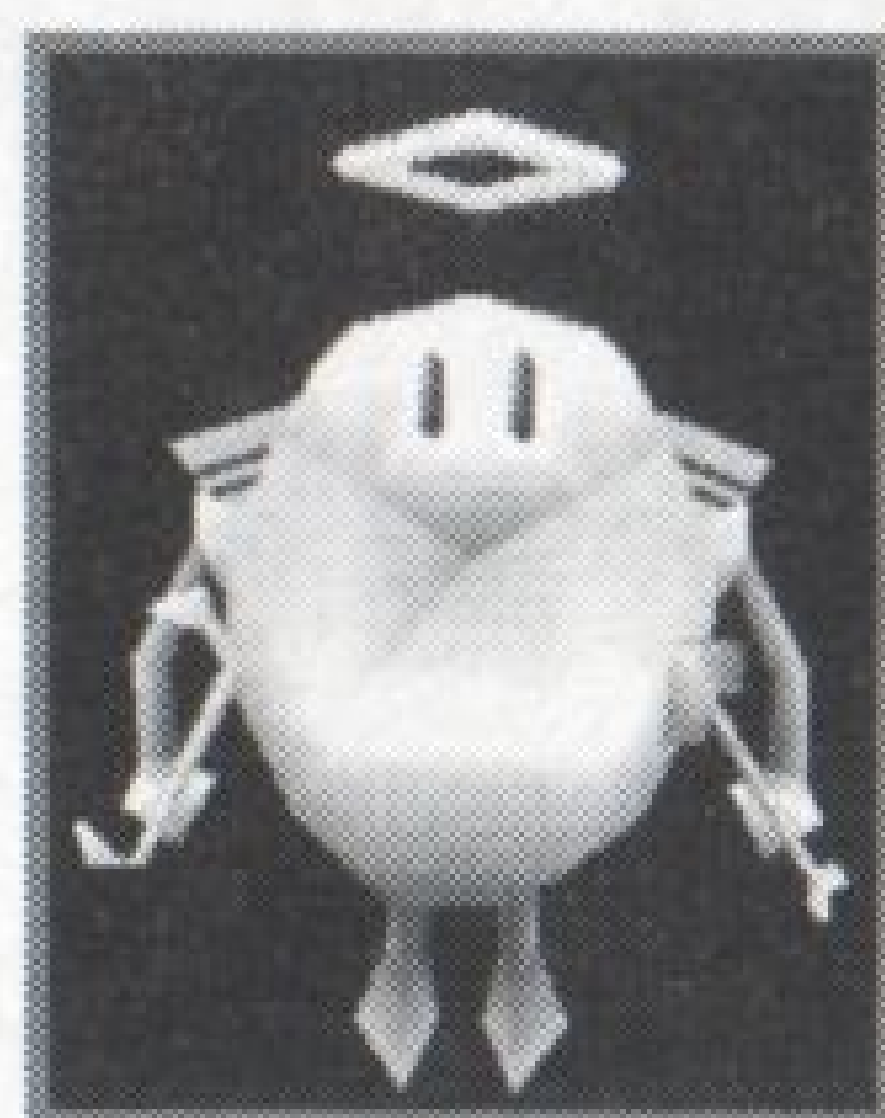


Cheerleader

Boosts your offensive power.

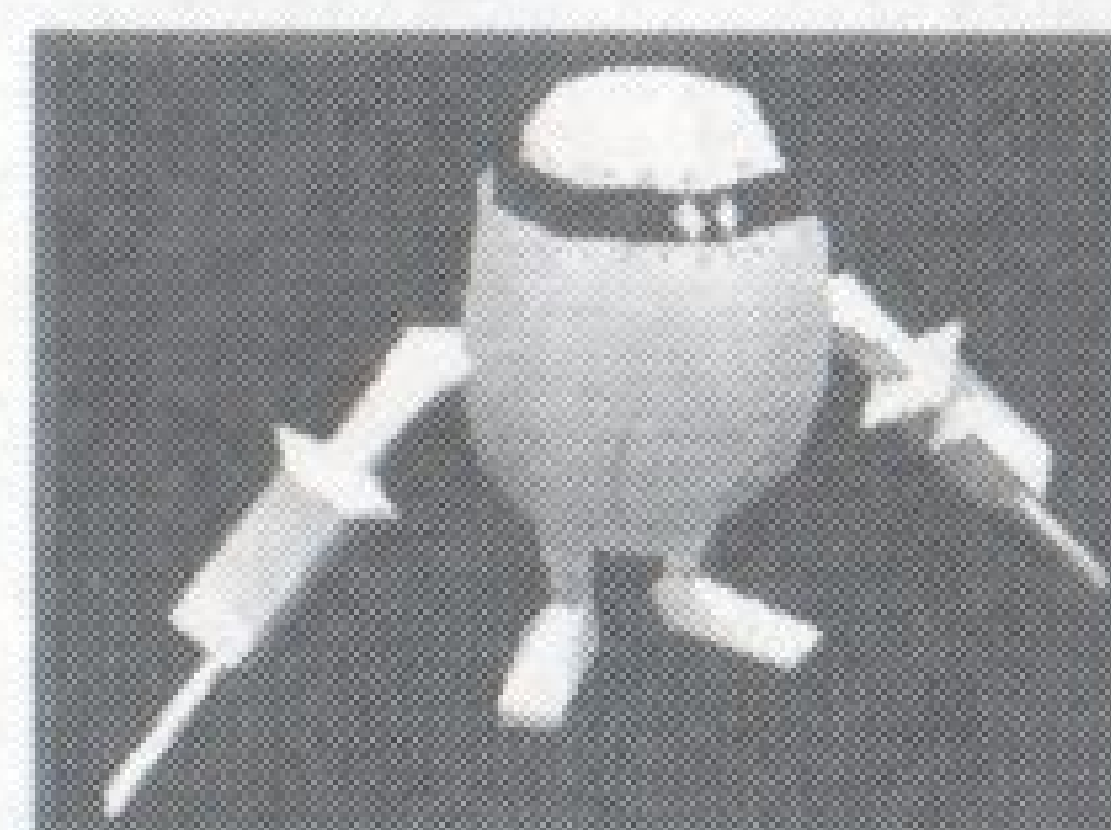
HEALERS

When used in combat, toys of this type will attempt to heal one or more members of your party.



Cupid

Restores a few hit points to party members with a magic arrow.



Psychodoc

Takes 20 hit points, and turns them into 10 psychic points.

MISCELLANEOUS

This category includes all the toys that don't fit into the other three categories. These types of toys can have all kinds of uses, and some of them are useful even when you aren't in combat.



Mapster

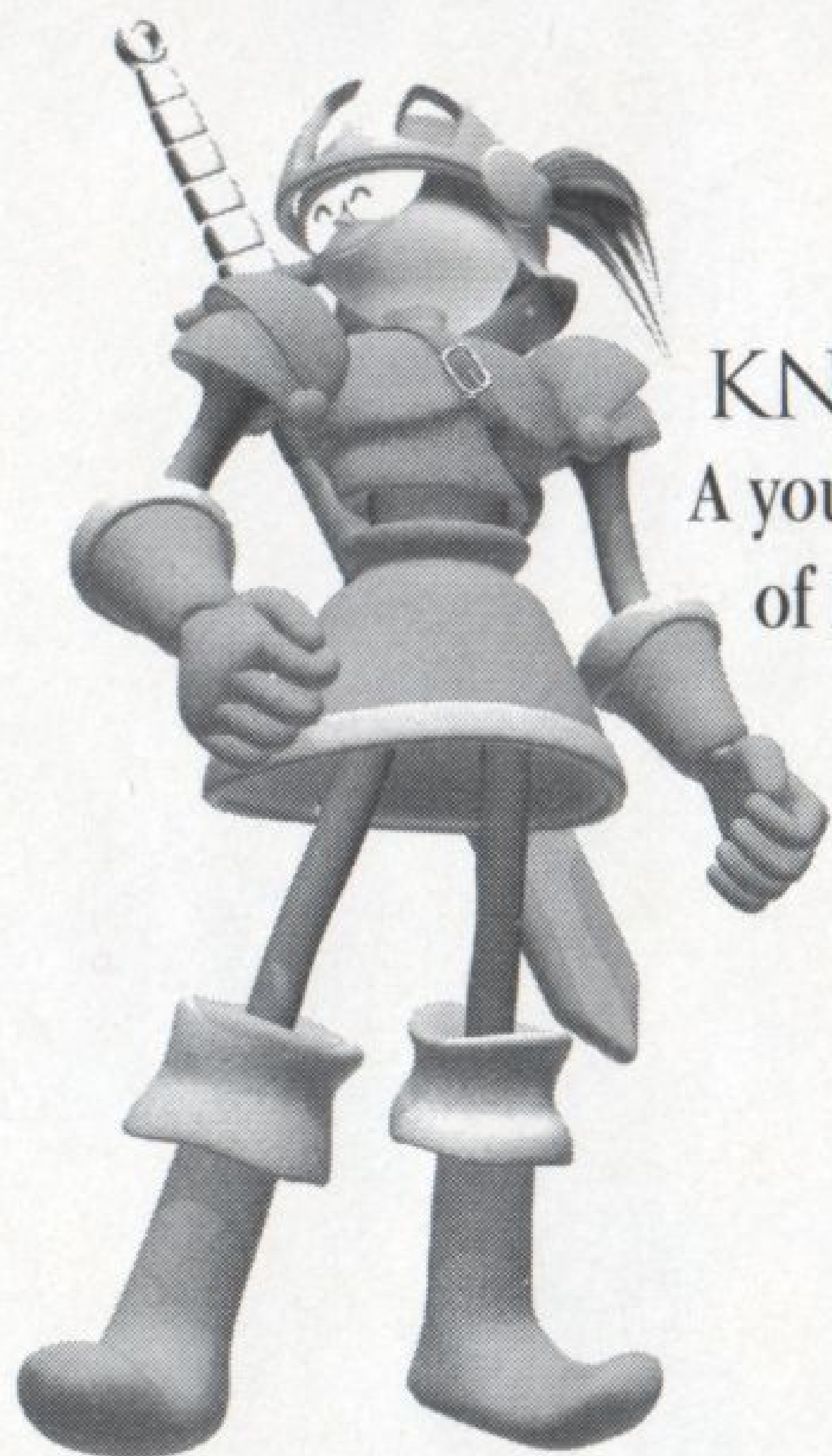
Displays a map of the world when outdoors that shows where every town, city, and point of interest is.



Hobo Joe

Steals things from the enemy and gives them to you.

CHARACTERS



KNIGHT

A young boy seeking his destiny in the wide, wide world. You play the role of Knight in this adventure.



NEHANI

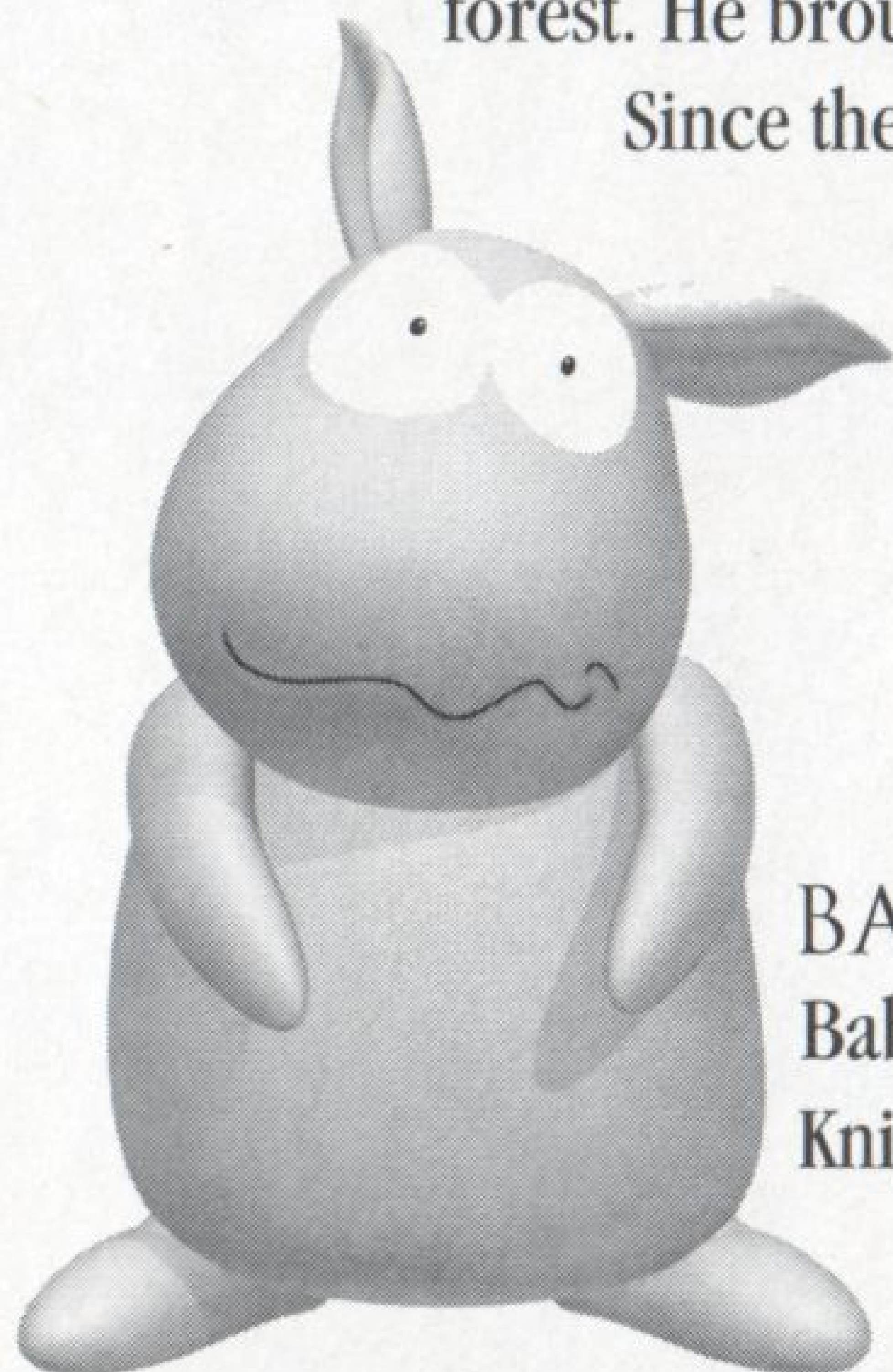
Knight found Nehani wounded while wandering around in the forest. He brought her home with him to Orgo village.

Since then, Nehani and Knight have become best friends.

Nehani really loves Knight, but the love is impossible because

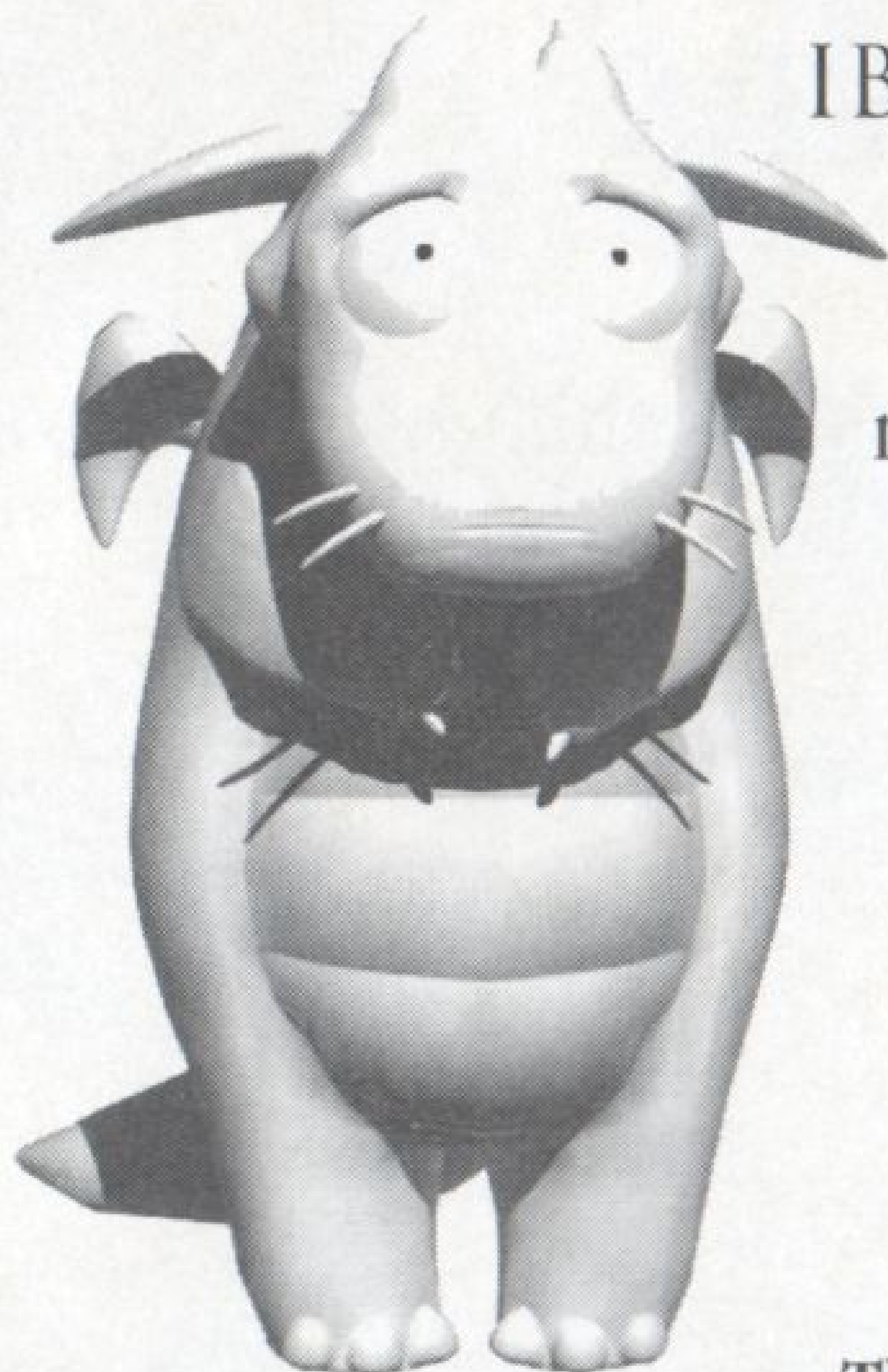
Nehani is a fairy and Knight is a human.

Nehani longs to be human, too.



BABY

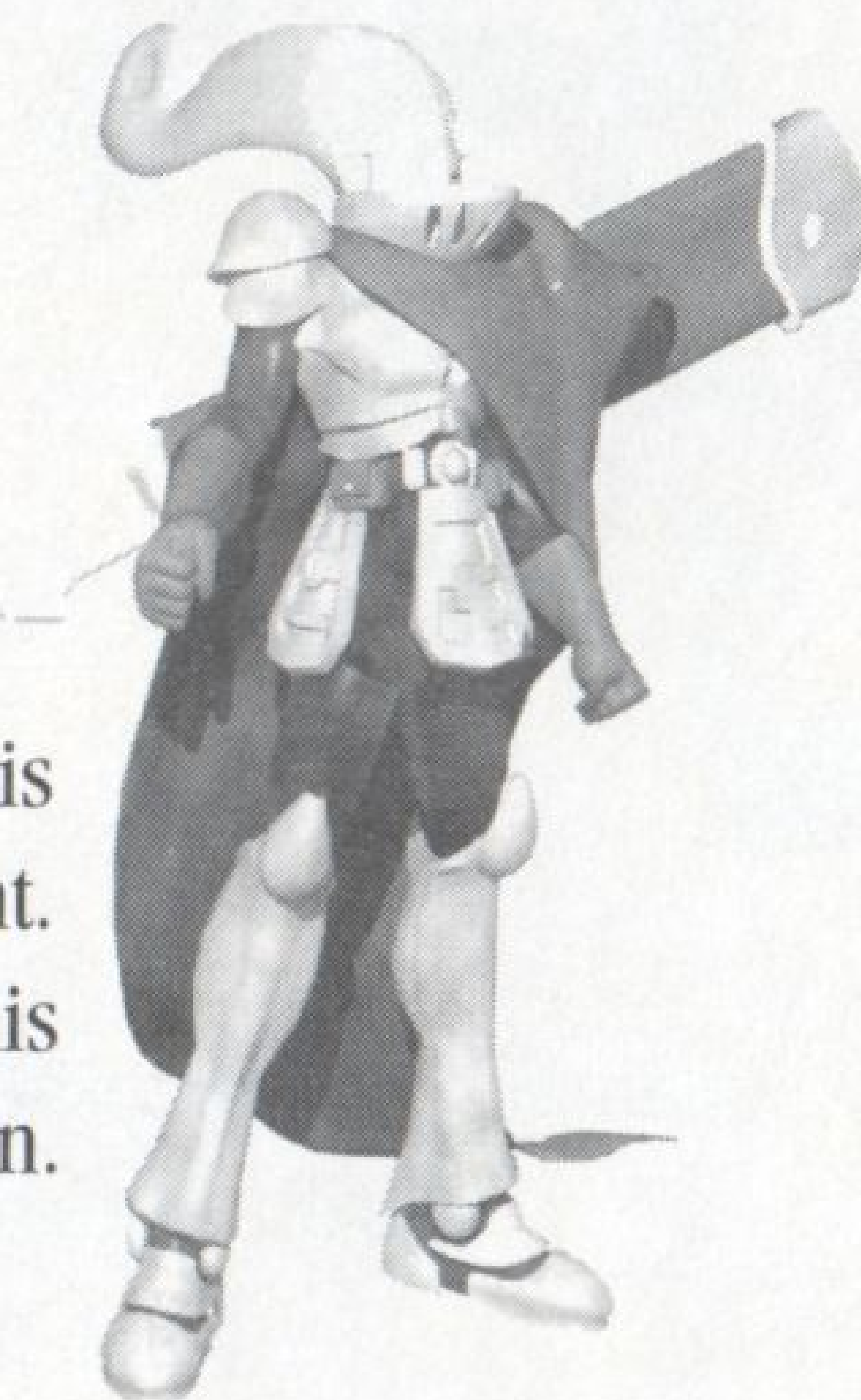
Baby is a mysterious monster that a stork accidentally dropped near Knight's village one stormy night.



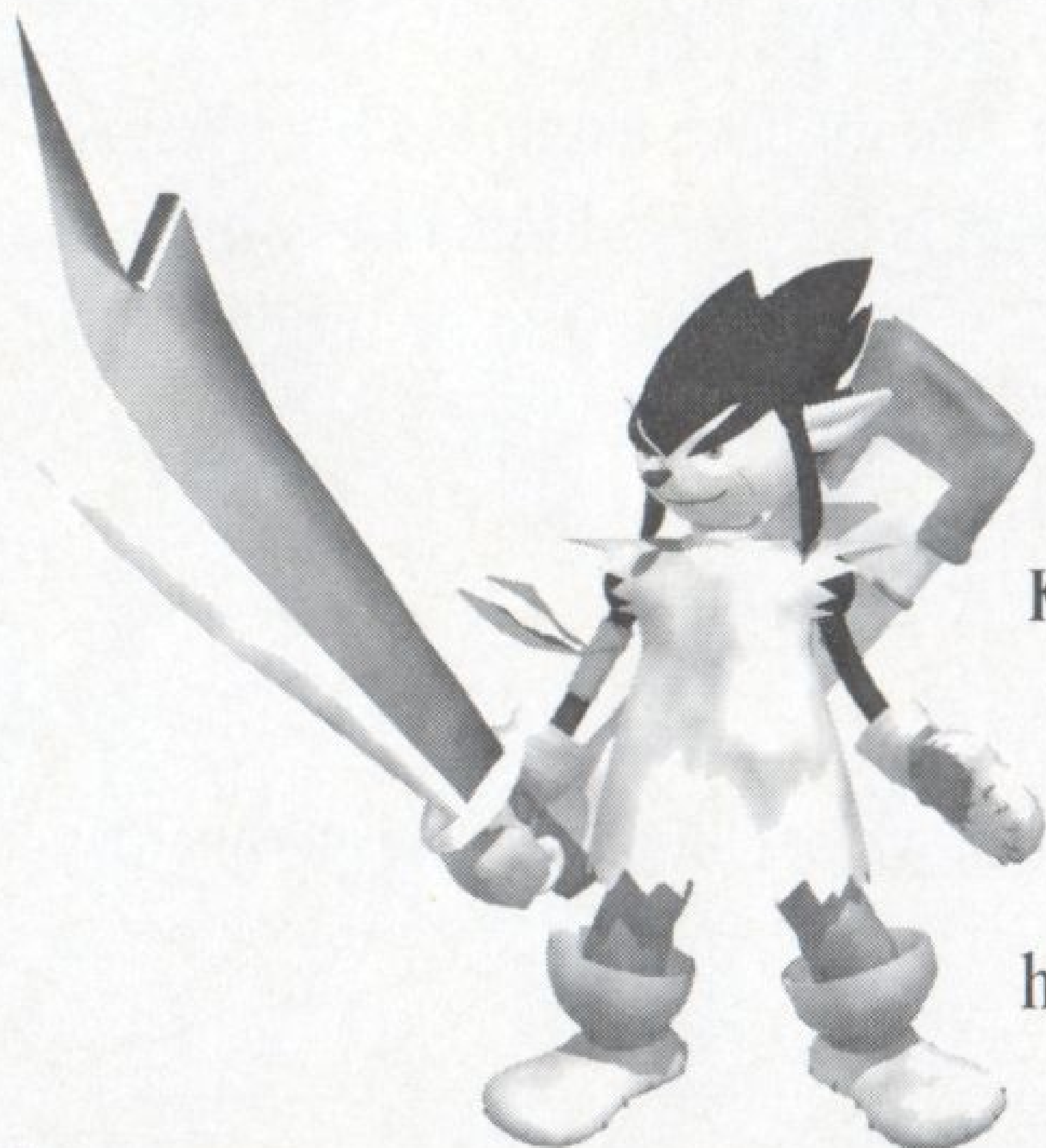
IBKEE

Darkbeat's sister, Ibkee looks something like a cross between a dinosaur, a walrus, and a dragon. With a temperature of a million degrees, her breath is a very dangerous weapon.

The last lord of the Kalajik race, Karmine is determined to free the evil god Xizan from his place of imprisonment. Karmine has fostered dastardly schemes all over the world in his quest to acquire the magical gems that will free Xizan.

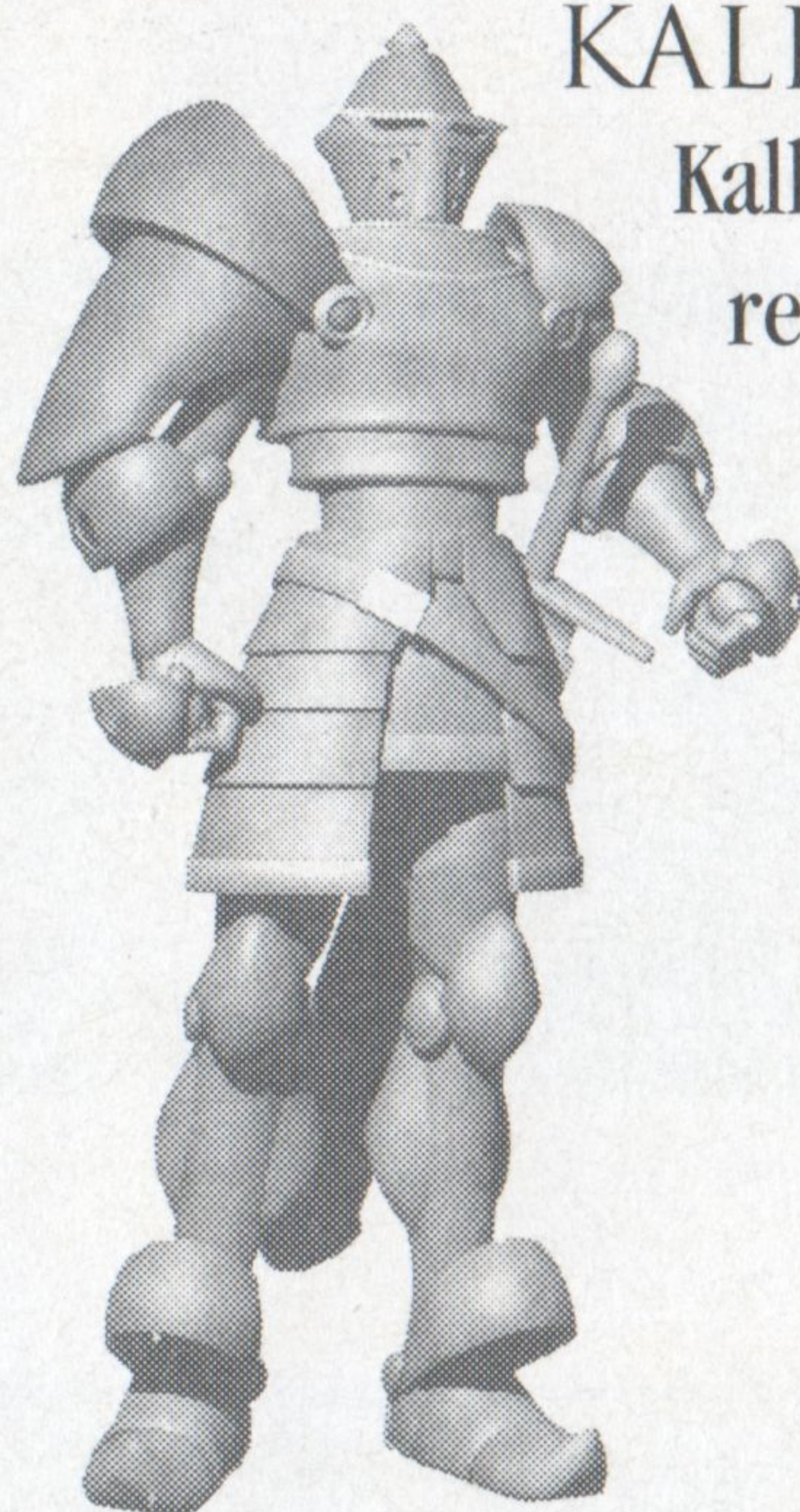


KARMINE



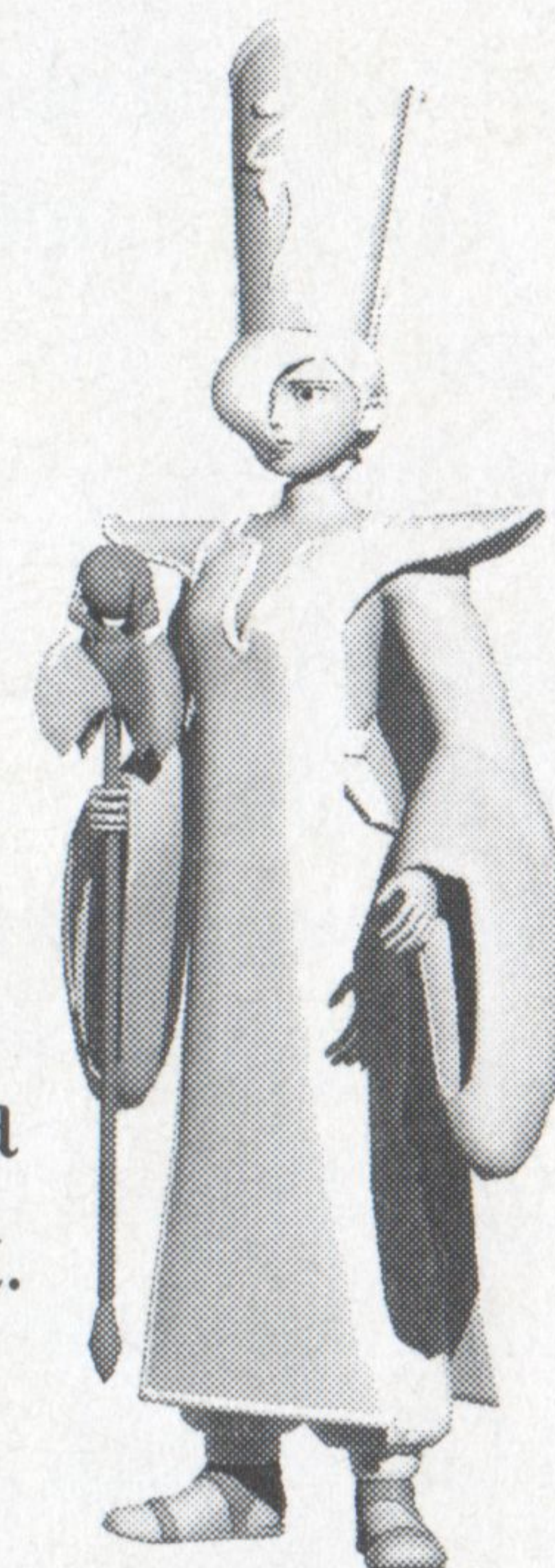
DARKBEAT

Another descendant of the Kalajik, Darkbeat served Karmine as a boy. When Karmine became entranced with the power of evil, Darkbeat went off on his own to work as a mercenary. As punishment for his betrayal, Karmine cast a dark spell on Darkbeat's sister, turning her into a monster.



KALKANOR

Kalkanor leads a small group of heroes that is trying to stop Karmine from reviving his evil god. Kalkanor travels the world looking for the magic gems that will protect the land from evil forever.



RAMAL

The daughter of the King of Trisken, Ramal uses her powers as a priestess to help Kalkanor in his quest.



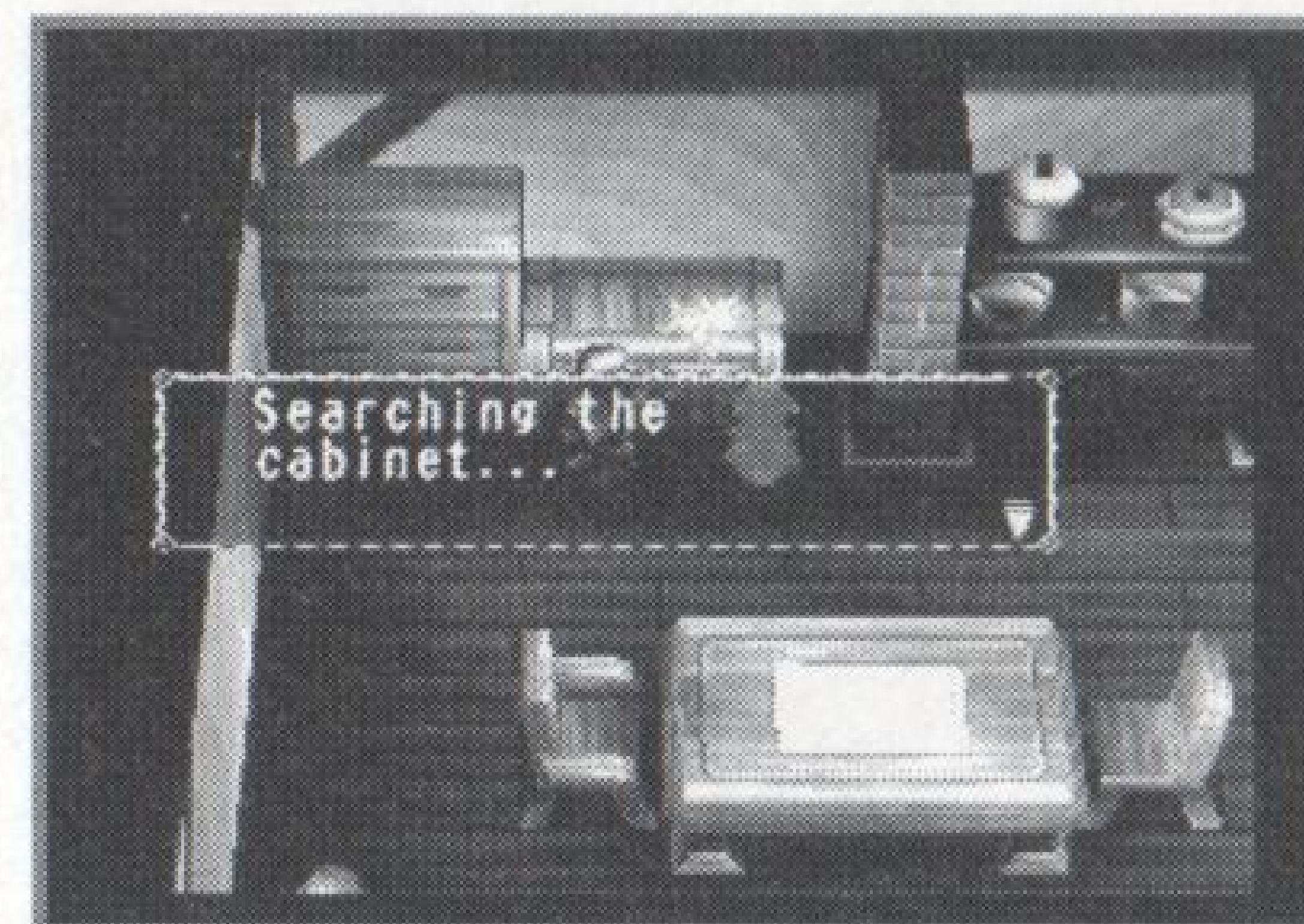
GWINLADIN

Twenty years ago, Gwinladin used his magic to drive off the hordes of crazed monsters that attacked the city of Trisken. In recognition of his service and his powers, Gwinladin was assigned a place in Kalkanor's group, providing advice and counsel to Kalkanor.

HINTS

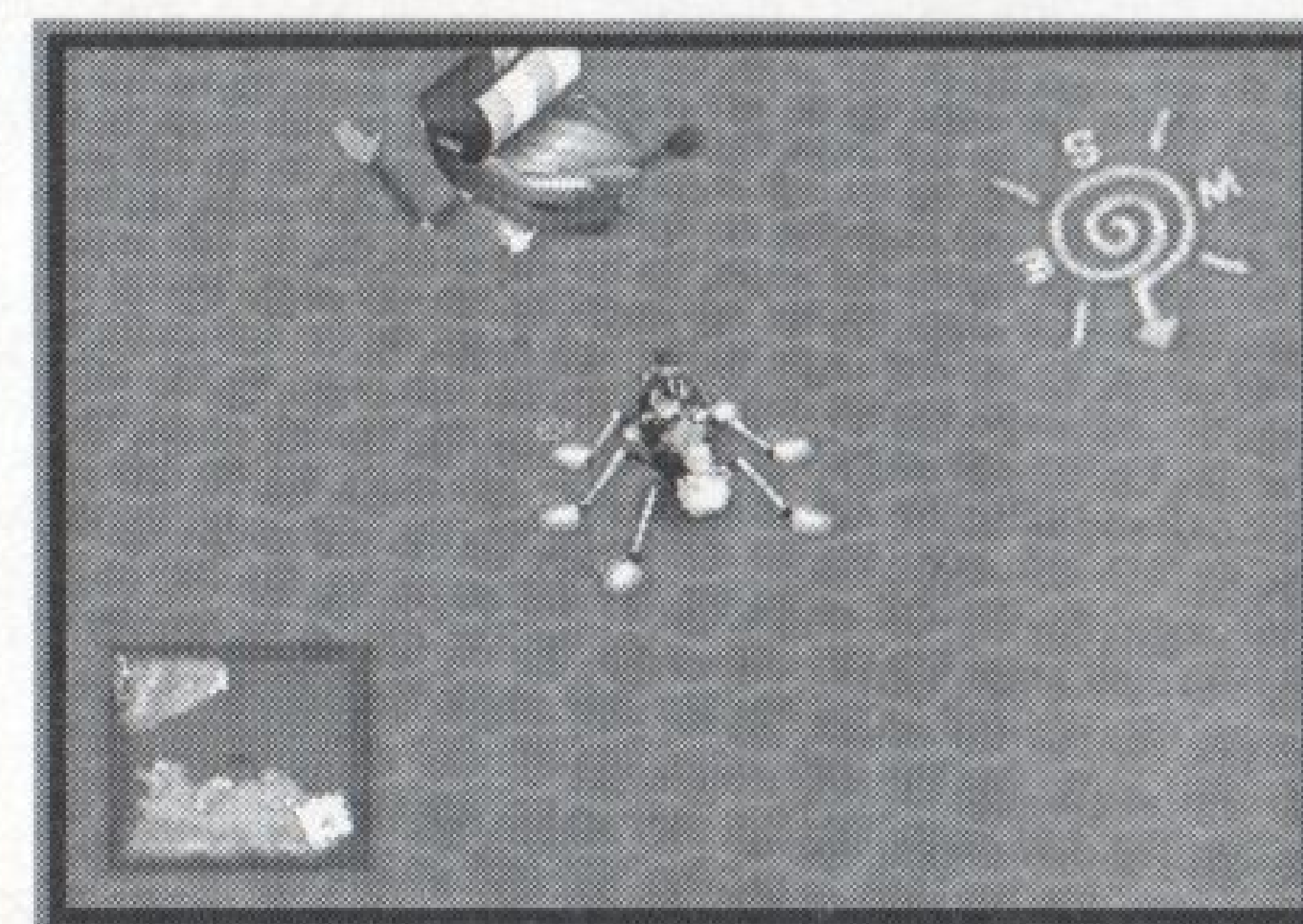
SEARCH EVERYTHING!

You aren't going to find valuable items and Living Toys if you just run through every house and cave you come to. When you enter a house, look through the dressers, bookshelves, vases, jars, barrels, and anything else that's there. Use the R1 and L1 Buttons to view your surroundings from different angles, and to see around obstructions. You never know what will be behind that wall or crate...



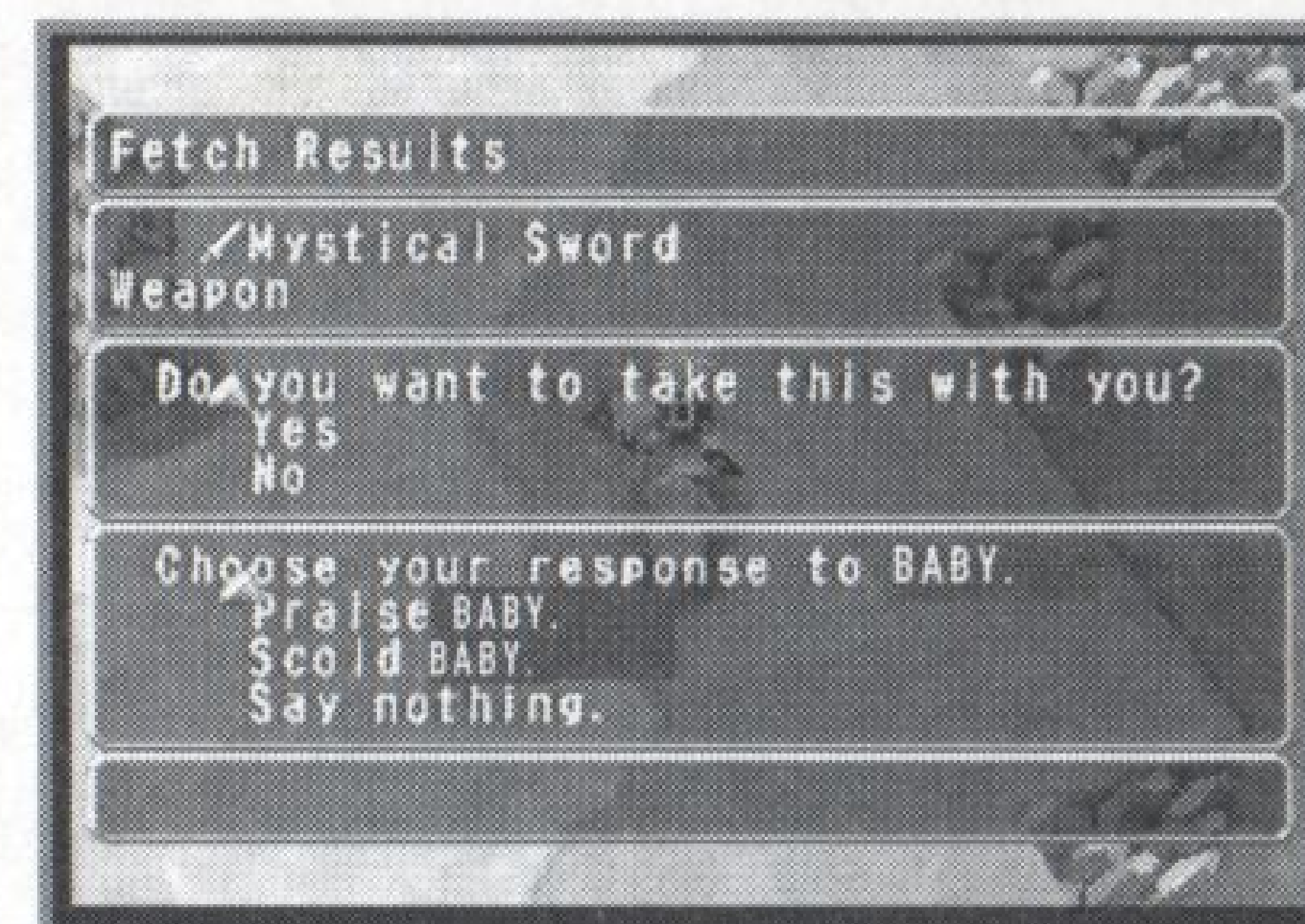
RUN AWAY! RUN AWAY!

Fighting with every single monster you encounter is not necessarily the best policy to follow. Sometimes, you are better off avoiding a fight altogether with a stronger enemy, or running away in the middle of a fight that you are losing. One of the best ways to avoid being caught by monsters is to put something between you and them, such as a tree or rock.



STAY ON BABY'S GOOD SIDE!

If you manage to keep up a good relationship with Baby, it will fetch valuable items for you, help you in combat, and generally be very useful. Remember, Baby is not a pet, it is an important friend and teammate. If Baby turns down three requests to fetch in a row, you had better find it a nice inn to sleep in. The more times it has to say no to you, the worse your relationship will become. A few tips on maintaining a healthy relationship with Baby:



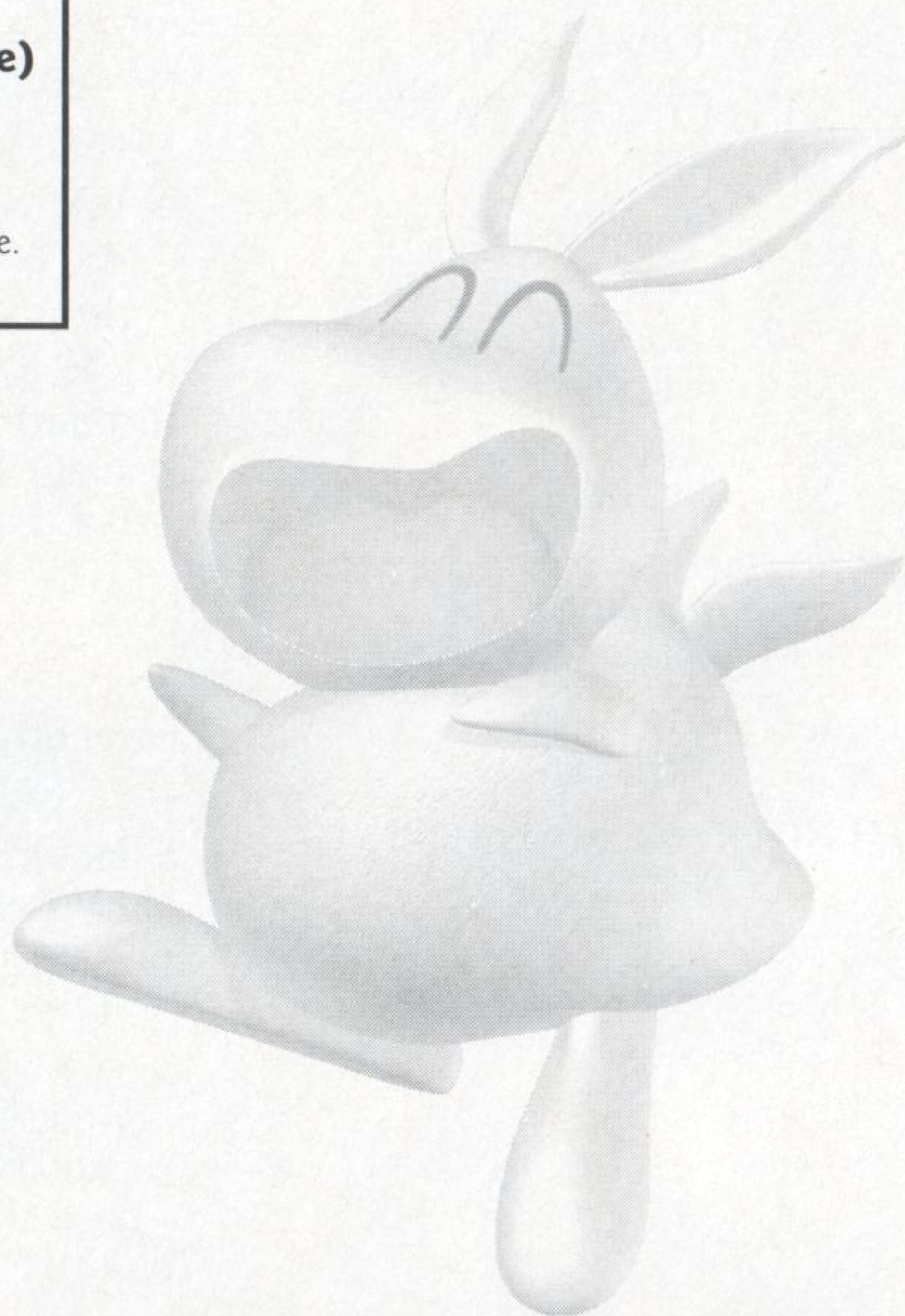
- Do not make it go on endless fetching missions.
- Keep up communications with Baby, even in battle.
- Give Baby good items to eat and drink (regardless of its HP status).

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